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The cover art features a large, circular, metallic emblem in the center with the words "THE ETERNAL DUELIST SOUL" inscribed around its perimeter. In the foreground, a character with spiky blonde hair and a purple and white outfit is shown from the chest up, holding a stack of Yu-Gi-Oh! cards. In the background, a large, green, dragon-like monster is visible on the left, and a purple, armored figure is on the right. The overall background is a textured, brownish-yellow surface.

Yu-Gi-Oh!

THE ETERNAL DUELIST SOUL

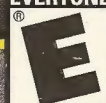


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EVERYONE



CONTENT RATED BY ESRB



Prima's Official Strategy Guide

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INTRODUCTION

You've seen them battle against each other in the cartoon, as you rooted for the heroes and booed the villains. Now you're in the dueling Field, matching your skills and strategies against duelists such as Tristan, Téa, Yami Yugi, and even Pegasus himself! In *Yu-Gi-Oh! The Eternal Duelist Soul*, you'll be battling your way through tier after tier of more than 20 other duelists, each with their own unique style and preference of decks.

Unlike previous *Yu-Gi-Oh!* games, the rules for *Yu-Gi-Oh! The Eternal Duelist Soul* most accurately simulates the *Yu-Gi-Oh!* Trading Card Game, *Duel Monsters*. Though the rules for *Yu-Gi-Oh! Duel Monsters* occasionally undergo changes; the rules reflected in the Game Basics chapter of this guide are relevant to this version of the game. Even if you're familiar with the rules for *Yu-Gi-Oh!*, you'll want to review this section learn these rules.

The duelists are waiting to match their wits and decks against you in combat. So shuffle your cards and prepare to experience *Yu-Gi-Oh! The Eternal Duelist Soul*!

BASICS OF YU-GI-OH! THE ETERNAL DUELIST SOUL

Playing *Yu-Gi-Oh! The Eternal Duelist Soul* completely simulates the *Yu-Gi-Oh!* Trading Card Game, *Duel Monsters*. The functions from the official rules, such as Chain Combos and Flips, are accurately recreated in this game.

JANKEN



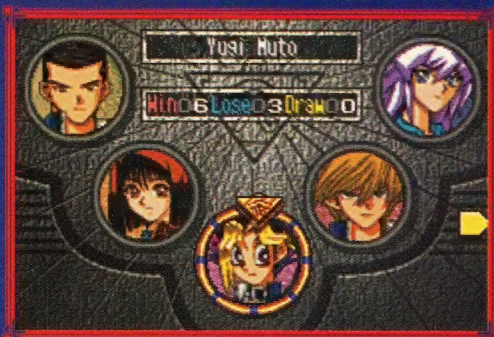
To determine who will start each Duel, a Janken screen will appear. Janken is played the same as "Rock, Paper, Scissors." Rock beats Scissors, Paper beats Rock, and Scissors beat Paper. If you win, you can decide whether to go first or last.

next, you must defeat each of the five opponents on the current tier three times. However, on Tier 3, you need to defeat each duelist at least four times. On Tier 4, you're required to defeat each opponent five times each to unlock the final tier. You can move forward and backward through the tiers once you've beaten them, so if the tier you're on is too difficult you can always go back and fight easier opponents.

DUEL BASIC RULES

- Each duelist starts out with a total of 8000 Life Points (LP).
- A player can win by reducing an opponent's LP to "0".
- If a duelist can collect all five of the Exodia series cards, the player is declared the winner. In addition, a player who draws all five of these cards for a hand at the first draw of a Duel wins.
- Each player's Deck must have a minimum of 40 cards but no more than 60.
- You may have a Side Deck with up to 15 cards; however, Side Decks aren't necessary to participate in a Duel.
- The Duel is conducted on a turn-by-turn basis, and turns alternate between duelists.
- Each duelist may only play one Monster Card per turn (unless otherwise specified by a card). Additional monsters can be played if called forth as a Special Summon.

GAME PROGRESSION AND OBJECTIVES



Five tiers of the toughest duelists are ready to take you on, one at a time. Each tier gets progressively tougher as you make your way

through the game. To progress from one tier to the

- There are no limits to the number of Magic or Trap Cards that can be played.
- During a turn, it isn't necessary to play a card or execute any action with the cards played on the Field.
- A duelist can choose to end a turn without doing anything.
- A maximum of five Monster Cards and five Magic or Trap Cards can exist in a duelist's Field at any given time. If the duelist has the maximum number of cards allowed on the Field, he or she must determine another way of disposing of a new draw.
- A maximum of six cards can be in a player's hand by the end of his or her turn.
- When playing a Monster Card from a hand, without a Magic or Effect Card played in conjunction, it is called a "Summon" or "Set." Place the card faceup and vertical to reflect an "Attack" posture. Placing the card facedown and in a horizontal position is chosen for the Defensive Position.
- You may only have three copies of the same card in your Deck. However, there are some cards that you can only keep one copy of in your Deck. These are Limited Cards. You are also limited to two Sub-Limited Cards in your Deck. The Limited and Sub-Limited Cards are listed later in this chapter.
- If a duelist runs out of cards and is unable to replenish his hand at the start of a turn, that duelist is declared the loser.

LIMITED AND SUB-LIMITED CARDS

Some cards are so powerful that the number of these cards a player is allowed to have in her Deck at any one time must be limited. These Limited and Sub-Limited Cards are listed in the following sections. Learn how and when to use these very powerful cards to your advantage.

Limited Cards (One Card of Each Maximum Per Deck)

Left Leg of the Forbidden One
Right Leg of the Forbidden One
Left Arm of the Forbidden One
Right Arm of the Forbidden One
Exodia the Forbidden One
Dark Hole
Raigeki
Sinister Serpent
Megamorph
Harpie's Feather Duster
Jinzo
Monster Reborn
Pot of Greed
Change of Heart
Mirror Force
Snatch Steal
Confiscation
The Forceful Sentry
Painful Choice
Call of the Hunted
Cyber Jar
Ceasefire
Imperial Order

Sub-Limited Cards (Two Cards of Each Maximum Per Deck)

Sangan
Swords of Revealing Light
Witch of the Black Forest
Bell of Destruction
Graceful Charity
Heavy Storm
Delinquent Duo
Backup Soldier
Nobleman of Crossout
Morphing Jar #2
Riryoku



MONSTER CARD INFORMATION



- Card Name:** The name of the card.
- Card Variety:** Specifies the type of card, such as Monster, Magic Fusion, Ritual Effect, or Trap. You can tell the difference by the color of the card's back.
- Monster Type:** There are 20 different classes. Each monster is assigned to a class. This decides how certain other cards will affect the card when played.
- Attribute:** There are six different attributes. Each monster is assigned an attribute. These attributes can sometimes determine the outcome of battles.
- Monster/Kind:** If an icon is present in this Field, it can represent a Fusion, Ritual, or Effect monster, as well as a Magic or Trap Card.
- ATK (Attack Power):** The number displayed shows the monster's attack power. This is the card's power when attacking another card, or defending against an opponent while in the Attack Position.
- DEF (Defensive Power):** The number displayed shows the monster's defensive power. This is the card's defensive power when defending against an enemy attack in the Defensive Position.
- Level:** The number of stars represents the card's level. The more stars, the higher the level and the stronger the card. Cards that are level 5 or 6 require you to offer a Tribute. A Tribute is an offering of a creature to be moved to the player's Graveyard that is already in play to bring the higher-level monster onto the Field. Cards with a level of 7 or higher require two offerings.
- Card Notes:** This is either a description of the monster, or an effect that may be used when a card is first brought into play.

CARD VARIETIES

There are six different card types available in *Yu-Gi-Oh! The Eternal Duelist Soul*. These card varieties are easily identified by their color. Learn these colors so you can easily identify the types of cards as they are drawn during a Duel.

Monster Cards

Within the Monster Card selections, there are four types of cards: Normal, Fusion, Ritual, and Effect. Each card has a detailed description that will explain how the card can be used. Monster Cards are the basic cards used to attack the opposing player. Players can summon only one monster per turn in the Main Phases. However, a monster may be offered as a Tribute to summon monsters above level 5.

Magic Cards

Magic Cards are used typically in the Main Phase of the Duel, though there are many exceptions when a Magic Card can be used in the Standby Phase. Some Magic Cards can affect a Summon Card by increasing the ATK or DEF or a monster, or may have a continuous effect throughout the Duel until destroyed. Normal Magic Cards are typically destroyed after activation.

Trap Cards

Trap Cards and Counter Trap Cards are used once and generally are destroyed after activation. These traps are activated in response to an opponent's summon or magic. They'll extinguish or "counter" the effects of the opponent's actions.

CLASSES

There are 20 different classes in the game. Each Monster Card is assigned to a class. Certain cards will only work with a particular class, and terrain changes the stats of some cards based on their class. When the terrain is favorable to a monster's class, the creature's stats will increase. Should the terrain clash with a monster's class, its stats are reduced. Refer to each terrain card to see specifically how each monster's stats are affected.

Class Listing

Aqua	Plant
Beast	Pyro
Beast-Warrior	Reptile
Dinosaur	Rock
Dragon	Sea Serpent
Fairy	Spellcaster
Fiend	Thunder
Fish	Warrior
Insect	Winged Beast
Machine	Zombie

LEVELS

Every Monster Card has a level that is relative to the card's power and cost. If a card is level 5 or higher it can't be brought into play without a Tribute.

Card Level	Number of Offers
1-4	0
5-6	1
7-8	2

A Tribute is a sacrifice of monsters that are already in play. You must offer the Tribute on the same turn in which you intend to bring the Monster Card into play. Since you can only play one monster each turn, you need to have the required number of monsters on the Field as the turn begins.

TERRAIN EFFECTS

There are six types of terrain in *Yu-Gi-Oh! The Eternal Duelist Soul*. The terrain can sometimes give an advantage or disadvantage to a particular monster class. The terrain may have a positive or negative 200-point effect on a Monster Card played on the Field where an active terrain card has been played. Refer to the chart below to see how terrain affects the various classes. If the terrain is favorable to the class, "Fav" is noted. If the effect is unfavorable, "Unf" is noted. A "—" indicates the terrain has no effect.

Class	Aqua	Beast	Beast-Warrior	Dinosaur	Dragon	Fairy	Fiend	Fish	Insect	Machine	Plant	Pyro	Reptile	Rock	Sea Serpent	Spellcaster	Thunder	Warrior	Winged Beast	Zombie
Forest	—	Fav	Fav	—	—	—	—	—	Fav	—	Fav	—	—	—	—	—	—	—	—	—
Mountain	—	—	—	—	Fav	—	—	—	—	—	—	—	—	—	—	—	Fav	—	Fav	—
Sogen	—	—	Fav	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Fav	—
Uni	Fav	—	—	—	—	—	—	Fav	—	Unf	—	Unf	—	—	Fav	—	Fav	—	—	—
Wasteland	—	—	—	Fav	—	—	—	—	—	—	—	—	—	Fav	—	—	—	—	—	Fav
Yami	—	—	—	—	—	Unf	Fav	—	—	—	—	—	—	—	—	Fav	—	—	—	—

BUILDING A DECK



Within the Deck Edit menu, there are several selections with which you can view your cards and edit your Decks.

Trunk

Cards you win through successful dueling or receive with the *Yu-Gi-Oh!* magazines are automatically placed in your Trunk. Pull cards from the Trunk to create your Main Deck and Side Deck.



Main Deck

The cards a duelist uses in a Duel are called the Main Deck. A player's Deck consists of 40 to 60 cards, not including Fusion Monster Cards.

Side Deck

Players can set up to 15 backup cards to be used in battle. These cards are kept in the Side Deck. A duelist may switch between his or her Main Deck and Side Deck during a match. The strategy for using a Side Deck is to incorporate cards that will give you an advantage against a certain type of duelist should the opportunity present itself.

Fusion Deck

Up to 20 Fusion Monster Cards can be included in a separate Fusion Deck. The player is not obligated to have a Fusion Deck.

DUEL PROGRESSION



There are six phases to each turn of a Duel. A duelist is not obligated to perform several of these phases, depending

on his strategy or cards available for play.

Draw Phase

The player draws one card from the top of his or her Deck.

Standby Phase

During the Standby Phase, there are monsters that activate effects, such as Magic Cards and Trap Cards. Cards that require activation during Standby must be activated during this phase.

Main Phase 1

Monster Cards, Magic Cards, and Trap Cards can be played and used during this phase. The position of a monster already played on the Field can be changed only once during this phase.

Battle Phase

Each faceup Attack Position monster can attack an opponent only once. However, at the beginning of a Duel, the player to go first can play Monster Cards on the Field, but cannot attack. During a standard turn, each player has the choice of attacking with as many or as few Monster Cards as he or she wishes.

Main Phase 2

After the Battle Phase, Fusions and Rituals can be performed during Main Phase 2, and Magic and Trap Cards can be played on the Field and used. Also, if a player did not summon a monster in Main Phase 1, he or she can summon a monster during this phase. Monsters that have not attacked or changed positions during the current turn can change positions during Main Phase 2.

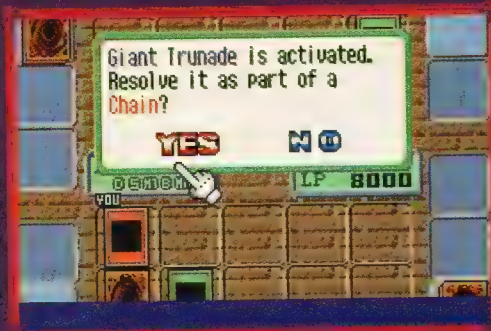
End Phase

At the end of a player's turn, the player may not hold more than six cards in his or her hand. If there are more than six cards in a player's hand, she must choose cards to discard to reduce her hand to six.

DUELING TIPS

- **Defense is just as important as offense.** A strong defense can prevent an opponent from causing any damage to your Life Points.
- **If you have a card faceup on the Field and your opponent isn't attacking it,** chances are even if you can't see what the opponent's card is that your card is superior or the card is a wall type with a high defense. **Don't be afraid to attack.**
- **Cards can be fused together to create stronger cards.** Try to find as many Fusions as you can in your Deck.
- **If you can only bring a monster onto the Field that you know your opponent can beat,** be sure to place it in the defensive position so that you don't receive Life Point damage from the attack.
- **Make good use of Trap Cards.** They can eliminate strong monsters even when your own monsters are too weak for the job.
- **Don't overload your Deck with special cards and monsters over level 4.** If you do, you may be put in a position where you aren't able to bring monsters into play.
- **Look for weaknesses in your opponent's Deck.** Most duelists have an exploitable weakness that will make them easier to beat.

CHAINS



Chains are a series of cards played when playing one Magic Card can affect the play of a second Magic Card in an

opponent's hand. If a player has a card that allows him to respond to a card played by his opponent, the player is given an opportunity to respond to the play, thereby creating a Chain. A player is not required to react to a Magic Card played and may refuse the Chain option.

FLIP EFFECT



Flip Effect monsters are activated whenever Field cards are flipped from facedown to faceup, (regardless of whether the

player wants to activate the effect). A card may be flipped faceup because of an enemy attack or because of the power of magic or effects. A player can activate a Flip effect by the following procedure.

1. Play a Flip Effect monster in the facedown (Defensive) position.
2. Players cannot change positions of a card in the same turn in which the card was Summoned; therefore, they must wait until the next turn or after to flip the card and activate the Flip effect.

CALENDAR

Selecting Calendar from the main menu allows you to see upcoming *Yu-Gi-Oh!* events. The timeline used in the game is fictitious and does not correspond to real dates.

Yu-Gi-Oh! Magazine

Weekly *Yu-Gi-Oh!* goes on sale every Tuesday and the *Yu-Gi-Oh! Magazine* goes on sale on the twenty-first day of every month. Players can obtain special packs on these days. Sometimes you may get a very special card with these deliveries. Be sure to check out every new card carefully and see how it can benefit your existing Deck. All cards received from these deliveries are automatically placed in your Trunk.

Duel Monsters Tournaments

Tournaments are held on the second and fourth Saturday of each month. Tournaments allow the player to match their skills against other duelists and the chance of winning more cards.

Surprise Bottles

You may encounter a surprise opponent from time to time in between other Duels. Having cards in your Side Deck may help you with these surprise encounters.

PASSWORDS



If you have a Password (the eight-digit number that appears in the lower left corner of a *Yu-Gi-Oh!* Trading Card Game Card), you can enter

it by selecting Password from the main menu and entering the code. If the code is accurate, choose "Get Card" and press **A**. The card will automatically be placed in your Trunk.

LINK BATTLES

Duel against your friends by connecting two Game Boy Advance systems with a Game Boy Advance Game Link Cable. However, in dueling against your friends, you don't receive packs for winning Duels as you do in Campaign Mode. Build your individual Decks before connecting to your friend's Game Boy Advance system. As soon as you have connected the two Game Boys and select "Duel," the Duel begins. Players can also trade cards while connected with the Game Boy Advance Game Link Cable.



THE DUELISTS

With more than 20 skilled duelists just waiting to stop you in your tracks, you have your work cut out for you. Each duelist has his or her own preference to the type of Deck they use. Typically, every Deck has a weak point. Look for this weakness and exploit it to defeat your opponents.

This chapter takes you all the way through Campaign Mode. The duelists presented are in no particular order. You can choose any duelist you want to battle in whatever order you choose once you've unlocked that duelist's tier. If you happen to find a particular duelist too difficult, consider going back to a previous duelist or even a previous tier and fighting some more to earn more cards and strengthen your Deck.

With each duelist, we try to give you a peek into your opponent's strategy and Deck construction while giving you some general guidelines on how to build your Deck. Unfortunately, we can't give you a specific Deck which you can use to beat your opponent, because it's impossible to know exactly what cards you'll have in your Deck at any given moment. Still, the strategy that's provided should be more than enough for you to be victorious with just a little fine tuning on your own.

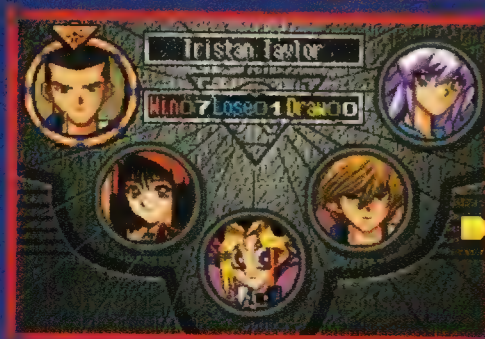
TIP As you start the game, you won't have much of a card selection. Consider entering the passwords listed with each of the cards in the card listing (see Chapter 4) to increase your selection and beef up your Deck. You can only enter each password once.

At the end of each successful Duel, you'll have a variety of booster packs to choose from. There are 12 different booster packs in the game; however, in the beginning, only two booster packs are available. As you progress through the tiers, winning more Duels, additional booster packs are offered.

TIER 1 DUELISTS

This section presents the first tier of duelists you'll face in Campaign Mode. You can select the duelist you play in any order you wish.

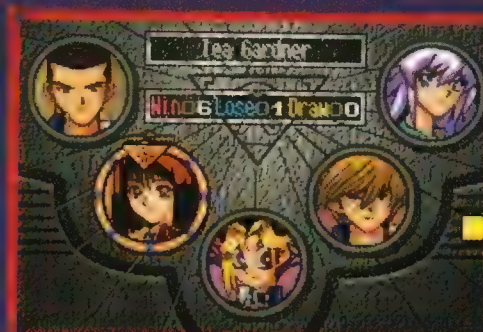
Tristan Taylor



Tristan should be your very first opponent. His Deck is basically just a random assortment of weak cards, though he does have

several cards with high defense. Practice against him and experiment with Fusions to learn the hidden power of your Deck. Your starting Deck isn't very strong, but Tristan's Deck should be even weaker. Just play smart, and strengthen your Deck as your experience grows and you can place more cards in it.

Téa Gardner

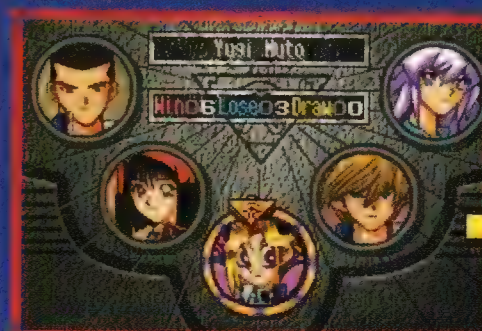


Like Tristan, Téa has a wide variety of cards in her Deck, relying on no particular type of monster. Try different

combinations of cards to see what works well. Practice your fusing techniques to create more powerful monsters. You should be able to defeat her easily, regardless of any Fusion successes or failures. Be sure to keep track of your successful Fusions.

TIP Téa is a good opponent to play several times to win more cards. As you reach the higher tiers and are faced with tougher opponents, consider backing up to Tier 1 and battling Téa to collect as many booster packs as possible.

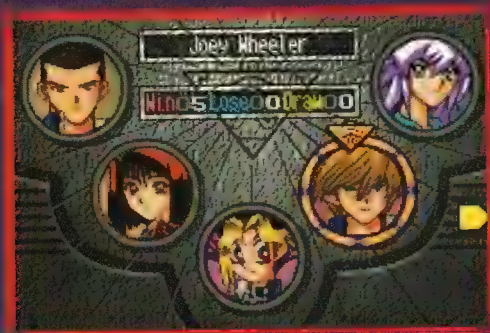
Yugi Muto



Things start to get a bit tougher when you square off with Yugi. His Deck consists primarily of Earth/Beast Cards, but he also has

several Magic Cards. Though his Deck still isn't powerful, he does hold a couple of strong cards (for example, Dark Magician Girl [ATK 2,000; DEF 1,700]). Go on the offensive and keep him from collecting monsters to prevent these cards from coming into play. Add cards to your Deck that will thwart Yugi's attempts to play his Magic Cards.

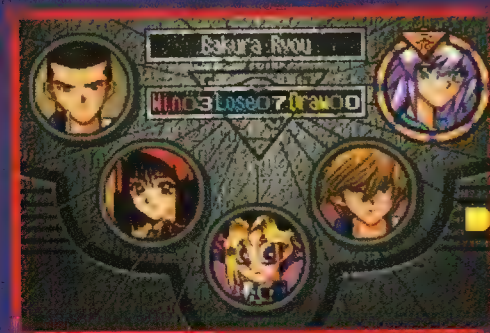
Joey Wheeler



Joey provides more of a challenge, but nothing you shouldn't be able to overcome. Duel against the previous competitors several times

to win booster packs and strengthen your Deck. Joey makes use of a few minor Magic Cards that cause some direct damage to your Life Points while healing him. You also may get a taste of the nasty Dark Hole card, which eliminates all monsters on the Field in one sweep. The main thing is to use the Fusions you discovered in your battles with Tristan and Téa to overpower Joey. Don't toy with him too much, or he may surprise you.

Bakura Ryou



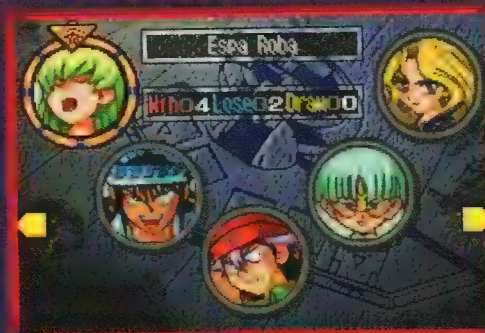
Bakura uses a very defensive Deck with an average of 2,000 Defense Points and the awesome Millennium Shield with

3,000 Defense Points. You'll also find some nasty Magic Cards in his Deck that can reduce the effectiveness of your creatures. First, you need creatures that can cut through these high defenses. Second, you may need some magic, such as Raigeki, to destroy cards that are too powerful for you to defeat normally.

TIER 2 DUELISTS

You must defeat the Tier 1 duelists three times each to unlock Tier 2 and face the following duelists.

Espa Roba



Espa Roba uses several types of monster classes, but the main two are Fiend and Thunder. Unfortunately, Espa also has the Trap/

Continuous Card Imperial Order that deactivates the effects of all opponent's Magic Cards as long as it remains face up on the Field. Include a card in your Deck to eliminate this possible threat. However, if you set up your Deck properly, you may be able to use this card to your advantage. Espa must pay 700 Life Points to keep this card alive during the Duel. Keep plenty of Monster Cards in your Deck, minimizing your Magic Cards, and pound away at Espa whenever you get a chance.

Mako Tsunami



Mako's Deck features fairly strong Aqua alignment creatures. He can be a problem if you don't plan your attack. Rob Mako of his

creatures quickly. Given the chance, he can summon the Fortress Whale, a powerful creature. Mako likes to use Flip and Effect monsters in his Deck. Some of these creatures may cause repercussions on your own Summoned Monsters if destroyed. Be prepared for these repercussions before attacking his monsters. Mako also uses the Heavy Storm card, which will wipe out all Magic and Trap Cards on the Field. Stagger your use of Magic Cards, anticipating this defense.



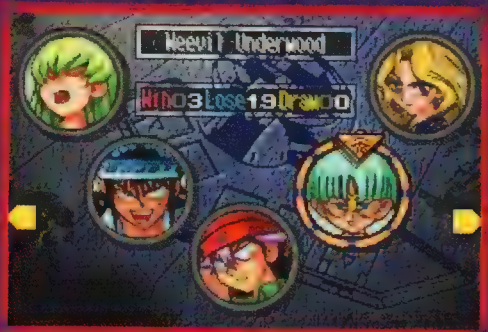
Rex Raptor



Rex may cause you some problems on this tier, depending on how well you've been collecting cards. Rex's Deck includes

a lot of Dinosaurs, which are very powerful creatures to defeat. Try fusing as many creatures as possible to combat the strength of Rex's hand, and use Magic Cards that can inflict damage directly to Rex's Life Points. Also be sure you're making good use of Trap and Magic Cards to give your Deck some added punch.

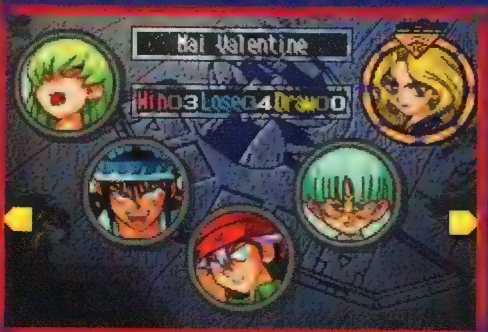
Weevil Underwood



Weevil focuses primarily on Insect classes. The Forest alignment is by far the most predominant one in his Deck. Be sure

to include a few Traps and the Eradicating Aerosol card, eliminating all enemy insects in play, which comes in very handy.

Mai Valentine



Mai packs a heavy punch with her Harpie cards: Harpie Lady, Harpie Lady Sister, and Harpie's Pet Dragon. These cards are really the

only strong point in her Deck. The other cards are just simple monsters with little ATK or DEF. You should be able to easily counter her Deck by summoning plenty of Level 3 and 4 creatures.

TIER 3 DUELISTS

After successfully defeating the Tier 2 duelists, you unlock the next tier of *Yu-Gi-Oh! The Eternal Duelist Soul* and face the following opponents.

Umbra & Lumis



By now, your Deck should be shaping up nicely, which is important as you face off against Umbra & Lumis. Though they

don't have a specific class they like to Duel with, they do favor the Earth class. Use cards that force their cards faceup because they strongly favor cards with effects. Most of their Summon Cards are lower level, but their strength doesn't come from their attack and defensive powers—it's in the effect the card has. Watch out for this.

Arkana



Arkana is another effect user, focusing primarily on the Dark Class. Also, Arkana doesn't hesitate to take the

1,000 Life Point hit to attack with the Dark Elf to cause 2,000 points of damage. Try to counter this attack by playing a Monster Reborn card once the Dark Elf has been destroyed to take over ownership for the course of the Duel, keeping it out of Arkana's reach.

Rare Hunter



The Rare Hunter prefers Spellcaster and Magic Cards in his Deck. Keep Magic Jammers in your Deck to counter this

duelist's use of Mirror Force, which destroys all attacking monsters, and Giant Trunade, which returns all Magic and Trap Cards to your hand.

Rare boasts of his ability to successfully execute the Exodia series for seizing an instant win. This boasting isn't without merit. Rare focuses his Deck with cards that enable him to perform this feat. Keep cards, such as Robbin' Goblin, in your Deck that will force Rare to discard a card at random whenever he loses Life Points. To stay alive while constructing his Exodia series, Rare will play Swords of Revealing Light, preventing you from attacking. Keep Magic Jammer and Mystical Space Typhoon at the ready to thwart this part of Rare's plan. The fact that Rare's objective is to play the Exodia series should give you an advantage. Most of the Monster Cards he plays are played facedown in Defensive Position. Keep a healthy number of Monster Cards on the Field to wipe out this weak wall, but watch out for effects.

Everything Rare plays is for the sole purpose of playing Exodia, so many of his effects involve allowing him to draw additional cards. Have Needle Worm in your Deck and use its effect to force Rare to discard five cards from his own Deck into the Graveyard. You can have three Needle Worms in your Deck. Try to have all three at your disposal.

Strings



Strings has a wide variety of Monster classes in his Deck including Earth, Dark, Light, and Water. Strings doesn't specialize in a

particular class as much as he relies on the effects offered by these various classes. Battle carefully against

this duelist; the effects his cards have can defeat you easily if you're not careful. Strings also likes to play Needle Worm, utilizing the Flip that forces his opponent to discard his top five cards to the Graveyard.

Marik Ishtar



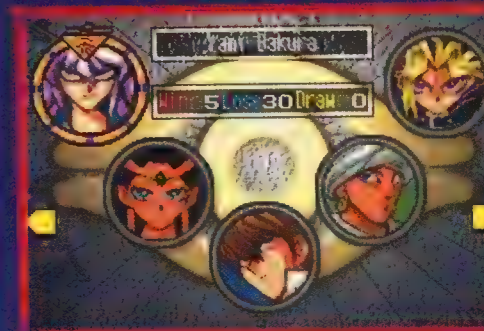
Marik relies on a lot of Magic Cards in his Deck, frequently using cards that provide more cards for him to choose from. Keep plenty

of magic squelchers in your Deck to combat this strategy. Marik also has a couple of powerhouse Monster Cards to battle with, including the Gemini Elf, which has 1,900 Attack Points.

TIER 4 DUELISTS

After defeating the Tier 3 duelists at least four times each, you'll unlock the fourth of the game and unleash five more powerful duelists for you to match your wits and cards against. This group has some of the toughest duelists yet. Edit your Decks carefully before each match.

Yami Bakura



In Tier 3, you experienced several duelists using Effect Cards. That experience comes in handy in your Duel with Yami,

whose Deck almost completely utilizes Effect Cards. Try using Magic Cards against the Dimensional Warrior, to prevent its effect of removing your card from the Field. Yami also takes advantage of Graceful Charity and Pot of Greed, which allow him to draw more cards.



Ishizu Ishtar



Ishizu favors the Light/Fairy combination of cards, with some Magic Cards added to the mix. Strength is behind the creation of

Ishizu's Deck, with her monsters carrying Attack Points of well over 1,500. Try fusing or playing Equip Cards to add as much strength as you can to your monsters to combat these powerful beasts.

Kaiba Seto



You may think that Kaiba has a relatively lightweight Deck after battling against Ishizu's heavyweights, but

you would be wrong. Kaiba has the Blue-Eyes Ultimate Dragon and the Blue-Eyes White Dragon, and he's just waiting for the opportunity to bring them out and smash your monsters to smithereens. Keep pounding at Kaiba's monsters. Don't allow him to have enough monsters on the Field to offer them as Tribute for his dragons.

Shadi

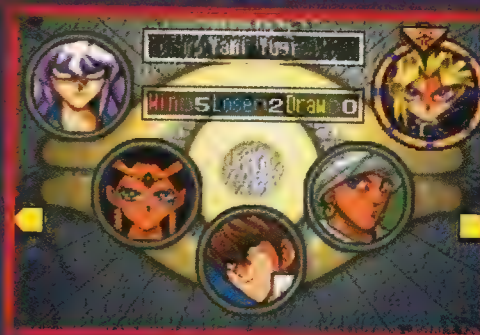


Shadi has a strong balance of strength and Effect Cards in his Deck, though it does lean more heavily to the strength. By

now you should have some powerful monsters of your own to summon to combat Shadi's aggressive style. Be sure to keep Fusion Cards available for possible matches and plenty of Equip Cards to beef up your Level 4

monsters to stay in the game and counter Shadi's Millennium Golem and Gyakutenno Megami. Shadi also relies on several Magic Cards, so add a couple of magic counters in your Deck.

Yami Yugi



Earth and Rock creatures fill Yami Yugi's Deck. These are powerful creatures with lots of attack power. Include

Breath of Light in your Deck to destroy all Rock-type monsters on the Field. Though Yami does have a few Effect Cards in his Deck, the bulk of his cards focus on power. Keep as many monsters on the Field as you can and equip them as soon as possible to stop Yami from crashing through your Life Points.

TIER 5 DUELISTS

You're doing something right if you've made it to Tier 5. You have to defeat each of the Tier 4 Duelists at least five times to unlock this very secret tier. If you've reached this point, you've selected your cards very well and shown just how good of a duelist you really are. But now all of your skills will be put to the test—the Tier 5 duelists are the toughest around. Two of the duelists you'll encounter are described in this section; however, two are secret and shall remain so. Experience the excitement of discovery for yourself!

Maximillion Pegasus



Just as you would expect from Pegasus, his Deck is a nice balance of strength and magic. Create a Deck of your strongest monsters to

hold your own against this powerful adversary. Pegasus likes to use the Relinquished card, and he uses it well. Destroy this card as soon as you can. Pegasus also really likes to use his Nimble Momonga, which gives him 1,000 Life Points when it is sent to the Graveyard and allows

more Nimble Momongas to be Special Summoned to the Field, repeating the process. A small sampling of cards you may see in Pegasus' Deck is listed below.

Black Illusion Ritual	Relinquished
Cyber Jar	Rogue Doll
Dark Eyes Illusionist	Swords of Revealing Light
Guardian of the Throne	Toon Summoned Skull
Room	Vorse Raider
Magic Jammer	Witch of the Black Forest
Nimble Momonga	
Pot of Greed	

Duel Computer



The Duel Computer relies heavily on Effect Cards, as well as Magic and Trap Cards. As always, when battling against a duelist using

Effect Cards, use caution when attacking facedown cards. A sampling of the Duel Computer's Deck is listed below. Add cards to your Deck that force your opponent to play all cards on the Field in a faceup position.

Bell of Destruction	Monster Reborn
Dark Hole	Morphine Jar #2
Gemini Elf	Mystical Space Typhoon
Harpie's Feather Duster	The Bistro Butcher
Magician of Faith	Witch of the Black Forest
Man-Eater Bug	
Mask of Darkness	

THE PERFECT DECK

Though every *Yu-Gi-Oh!* player has her own thoughts about the perfect Deck, not all players will have access to the most powerful cards. However, you don't have to have a Deck full of Blue-Eyes White Dragons to Duel successfully. In fact, we wouldn't recommend having a large number of extremely powerful cards. Because Tributes are required to Summon monsters of that level, your opponent may very well have your Life Points whittled away to nothing before you're able to summon even one of these brutes.

However, if you're clever and make the most of the cards you do have, you can defeat even the Tier 5

duelists without ever having a Blue-Eyes White Dragon in your Deck. We can't recommend a Deck for everyone because creating a Deck depends on the cards you win and choose to play. But we can suggest cards to supplement your Deck and make things go a little easier for you. Take a look at the list of cards below, and try to integrate them whenever you have the opportunity. Of course, the success of playing these cards depends on any cards your opponent may play to prevent them from being activated.

Trap Cards

Anti-Raigeki
Magic Jammer
Mirror Force
Negate Attack
Robbin' Goblin
Trap Hole
White Hole
Magic Cards

Direct Damage Cards

Final Flame
Hinotama
Ookazi
Sparks

Magic/Equip Cards

Axe of Despair
Black Pendant
Horn of the Unicorn
Malevolent Nuzzler
Sword of Deep-Seated

Other Magic Cards

Change of Heart
Dark Hole
Gravekeeper's Servant
Heavy Storm
Monster Reborn
Mystical Space Typhoon
Raigeki

Remember, the secret to successful dueling isn't just the cards you have; it's how you play them. Good luck and good dueling!



CARD LISTING

This chapter contains a listing of many of the cards found in *Yu-Gi-Oh! The Eternal Duelist Soul*. The cards are in alphabetical order for easy reference. You can find some of the unlisted cards in booster packs you receive after winning duels. The more duels you win, the more booster packs you can choose from.

7 COLORED FISH



CARD SPECS

Type: Fish
Attribute: Water
Level: 4
ATK: 1,800
DEF: 800
Password: 23771716

CARD DESCRIPTION A rare rainbow fish that has never been caught by mortal man.

AIR EATER



CARD SPECS

Type: Fiend
Attribute: Wind
Level: 6
ATK: 2,100
DEF: 1,600
Password: 08353769

CARD DESCRIPTION A monster that feeds on oxygen, suffocating any who stand near.

7 COMPLETED



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 86198326

CARD DESCRIPTION A Machine-type monster equipped with this card increases its ATK and DEF by 700 points.

AIR MARMOT OF NEFARIOUSNESS



CARD SPECS

Type: Beast
Attribute: Earth
Level: 2
ATK: 400
DEF: 600
Password: 75889523

CARD DESCRIPTION A horned beaver that dive-bombs enemies with acorns.

ACID CRAWLER

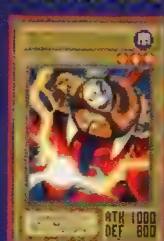


CARD SPECS

Type: Insect
Attribute: Earth
Level: 3
ATK: 900
DEF: 700
Password: 77568553

CARD DESCRIPTION A giant caterpillar that secretes an acid mist that melts anything.

AKAKIEISU

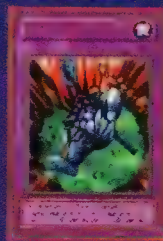


CARD SPECS

Type: Spellcaster
Attribute: Dark
Level: 3
ATK: 1,000
DEF: 800
Password: 38035986

CARD DESCRIPTION A sorcerer who utters spells that can render monsters unconscious.

ACID TRAP HOLE



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 41356845

CARD DESCRIPTION Flip 1 face-down Defense Position monster face-up. If the monster's DEF is 2000 points or less, the monster is destroyed. If the DEF is more than 2000 points, return the monster to its face-down Defense Position.

AKIHIRON



CARD SPECS

Type: Aqua
Attribute: Water
Level: 5
ATK: 1,700
DEF: 1,400
Password: 36904469

CARD DESCRIPTION This strange creature hides in the deep, dark corners of the seven seas.

ALLIGATOR'S SWORD



CARD SPECS

Type: Beast
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 1,200
Password: 64428736

CARD DESCRIPTION: This lizard man can swing a sword at velocities that exceed the

speed of sound.

ALLIGATOR'S SWORD Dragon



CARD SPECS

Type: Dragon/Fusion/Effect
Attribute: Wind
Level: 5
ATK: 1,700
DEF: 1,500
Password: 03366982

CARD DESCRIPTION: "Baby Dragon" plus "Alligator's Sword." You can inflict Direct Damage to your opponent's Life Points with this card if the only Attributes of Monster Cards on your opponent's side of the Field are EARTH, WATER, or FIRE.

ALPHA THE MAGNET WARRIOR

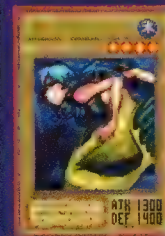


CARD SPECS

Type: Rock
Attribute: Earth
Level: 4
ATK: 1,400
DEF: 1,700
Password: 99785935

CARD DESCRIPTION: Alpha, Beta, and Gamma meld as one to form a powerful monster.

AMAZON OF THE SEAS

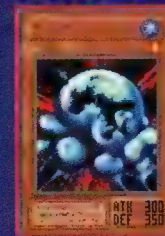


CARD SPECS

Type: Fish
Attribute: Water
Level: 4
ATK: 1,300
DEF: 1,400
Password: 17968114

CARD DESCRIPTION: A mermaid who serves as herald of the Sea King and guards the sanctuary.

AMEBA



CARD SPECS

Type: Aqua/Effect
Attribute: Water
Level: 1
ATK: 300
DEF: 350
Password: 95174353

CARD DESCRIPTION: When this card is face-up on the Field and control shifts to your opponent, inflict 2000 points of Direct Damage to your opponent's Life Points. This effect can only be used once as long as this card remains face-up on the Field.

AMPHIBIOUS BUGROTH



CARD SPECS

Type: Aqua/Fusion
Attribute: Water
Level: 5
ATK: 1,850
DEF: 1,300
Password: 40173854

CARD DESCRIPTION: Ground Attacker Bugroth + Guardian of the Sea

ANCIENT BRAIN



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 3
ATK: 1,000
DEF: 700
Password: 42431843

CARD DESCRIPTION: A fallen fairy that is powerful in the dark.

ANCIENT ELF



CARD SPECS

Type: Spellcaster
Attribute: Light
Level: 4
ATK: 1,450
DEF: 1,200
Password: 93221206

CARD DESCRIPTION: This elf is rumored to have lived for thousands of years. He leads an army of spirits against his enemies.

ANCIENT JAR



CARD SPECS

Type: Rock
Attribute: Earth
Level: 1
ATK: 400
DEF: 200
Password: 81492226

CARD DESCRIPTION: A very fragile jar that contains something ancient and dangerous.

ANCIENT LIZARD WARRIOR



CARD SPECS

Type: Reptile
Attribute: Earth
Level: 4
ATK: 1,400
DEF: 1,100
Password: 43230671

CARD DESCRIPTION: Before the dawn of man, this lizard warrior ruled supreme.



ANCIENT ONE OF THE DEEP FOREST



CARD SPECS

Type: Beast
Attribute: Earth
Level: 6
ATK: 1,800
DEF: 1,900
Password: 14015067

CARD DESCRIPTION This creature adopts the form of a white goat living in the forest, but is actually a Forest Elder.

ANCIENT TELESCOPE



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 17092736

CARD DESCRIPTION See the top 5 cards of your opponent's Deck. Return the cards to the Deck in the same order.

ANCIENT TOOL



CARD SPECS

Type: Machine
Attribute: Dark
Level: 5
ATK: 1,700
DEF: 1,400
Password: 49587396

CARD DESCRIPTION A destructive machine discovered in the Ruins of the Ancients.

ANSATSU



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 5
ATK: 1,700
DEF: 1,200
Password: 48365709

CARD DESCRIPTION A silent and deadly warrior specializing in assassinations.

ANTHROSOSAURUS



CARD SPECS

Type: Dinosaur
Attribute: Earth
Level: 3
ATK: 1,000
DEF: 850
Password: 89904598

CARD DESCRIPTION Man-like dinosaur with a high I.Q. that is lacking in strength.

ANTI-MAGIC FRAGRANCE



CARD SPECS

Type: Trap/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 58921041

CARD DESCRIPTION As long as this card remains on the Field, Magic Cards must always be Set on the Field and cannot be activated until a player's following turn.

ANTI RAIGEKI



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 42364257

CARD DESCRIPTION When your opponent activates "Raigeki," all of your opponent's monsters are destroyed in place of your own.

APPROPRIATE

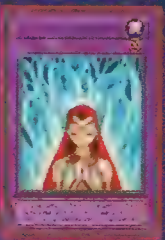


CARD SPECS

Type: Trap/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 48539234

CARD DESCRIPTION You can activate this card when your opponent draws a card outside of his/her Draw Phase. Draw 2 cards from your Deck.

AQUA CHORUS



CARD SPECS

Type: Trap/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 95132338

CARD DESCRIPTION If there are Monster Cards of the same name on the Field, the ATK and DEF of those cards are increased by 500 points.

AQUA DRAGON



CARD SPECS

Type: Sea Serpent/Fusion
Attribute: Water
Level: 6
ATK: 2,250
DEF: 1,900
Password: 86164529

CARD DESCRIPTION Fairy Dragon + Amazon of the Seas + Zone Eater.

Aqua Madoor



CARD SPECS

Type: Spellcaster
Attribute: Water
Level: 4
ATK: 1,200
DEF: 2,000
Password: 85639257

CARD DESCRIPTION A wizard of the waters that conjures a liquid wall to crush any enemies that oppose him.

ARLOWNAY



CARD SPECS

Type: Plant
Attribute: Earth
Level: 3
ATK: 800
DEF: 1,000
Password: 14708569

CARD DESCRIPTION A lady monster dwelling in a flower, she sprinkles the air with poisonous pollen.

ARMA KNIGHT



CARD SPECS

Type: Aqua
Attribute: Water
Level: 4
ATK: 1,000
DEF: 1,200
Password: 36151751

CARD DESCRIPTION An ammonite warrior that has protected the seas throughout history.

ARMAILL



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 3
ATK: 700
DEF: 1,300
Password: 53153481

CARD DESCRIPTION A strange warrior who manipulates three deadly blades with both hands and his tail.

ARMED NINJA

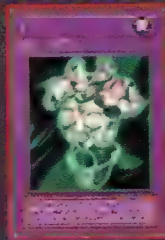


CARD SPECS

Type: Warrior/Effect
Attribute: Earth
Level: 1
ATK: 300
DEF: 300
Password: 09076207

CARD DESCRIPTION FLIP: Destroys 1 Magic Card on the Field. If this card's target is face-down, flip it face-up. If the card is a Magic Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

ARMORED GLASS



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 36868108

CARD DESCRIPTION You can activate this card when a monster is equipped with an Equip Magic Card to deactivate the effects of all Equip Magic Cards on the Field.

ARMORED LIZARD



CARD SPECS

Type: Reptile
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 1,200
Password: 15480588

CARD DESCRIPTION A lizard with a very tough hide and a vicious bite.

ARMORED RAT

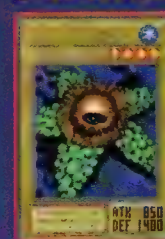


CARD SPECS

Type: Beast
Attribute: Earth
Level: 3
ATK: 950
DEF: 1,100
Password: 16246527

CARD DESCRIPTION The fur on this monster rat is tough enough to repel swords.

ARMORED STARFISH



CARD SPECS

Type: Aqua
Attribute: Water
Level: 4
ATK: 850
DEF: 1,400
Password: 17535588

CARD DESCRIPTION A bluish starfish with a solid hide capable of fending off attacks.

ARMORED ZOMBIE



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 3
ATK: 1,500
DEF: 0
Password: 20277860

CARD DESCRIPTION This warrior blindly swings a deadly blade with devastating force.



AXE OF DESPAIR



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 40619825

CARD DESCRIPTION A monster equipped with this card increases its ATK by 1000 points. When this card is sent from the Field to the Graveyard, you can offer 1 monster from the Field as a Tribute to place it on top of your Deck.

AXE RAIDER



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,700
DEF: 1,150
Password: 48305365

CARD DESCRIPTION An axe-wielding monster of tremendous strength and agility.

B. DRAGON JUNGLE KING



CARD SPECS

Type: Dragon
Attribute: Earth
Level: 6
ATK: 2,100
DEF: 1,800
Password: 89832901

CARD DESCRIPTION A jet-black dragon found in the deepest jungles who normally devours trees.

BABY DRAGON



CARD SPECS

Type: Dragon
Attribute: Wind
Level: 3
ATK: 1,200
DEF: 700
Password: 88819587

CARD DESCRIPTION Much more than just a child, this dragon is gifted with untapped power.

BACKUP SOLDIER



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 36280194

CARD DESCRIPTION You can activate this card when there are 5 or more Monster Cards in your Graveyard. Take up to 3 Normal Monster Cards with an ATK of 1500 points or less from your Graveyard and add them to your hand.

BANISHER OF THE LIGHT



CARD SPECS

Type: Fairy/Effect
Attribute: Light
Level: 3
ATK: 100
DEF: 2,000
Password: 61528025

CARD DESCRIPTION As long as this card remains face-up on the Field, any card sent to the Graveyard is removed from play.

BAROX



CARD SPECS

Type: Fiend/Fusion
Attribute: Dark
Level: 5
ATK: 1,380
DEF: 1,530
Password: 06840573

CARD DESCRIPTION Frenzied Panda + Ryu-Kishin

BARREL DRAGON

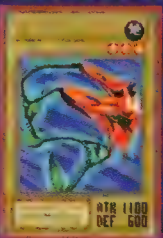


CARD SPECS

Type: Machine/Effect
Attribute: Dark
Level: 7
ATK: 2,600
DEF: 2,200
Password: 81480460

CARD DESCRIPTION Toss a coin 3 times. If 2 out of 3 results are Heads, destroy 1 opponent's monster. This card can only be used during your own turn, once per turn.

BARREL LILY



CARD SPECS

Type: Plant
Attribute: Earth
Level: 3
ATK: 1,100
DEF: 600
Password: 67841515

CARD DESCRIPTION This wicked flower attacks enemies with pollen projectiles.

BARREL ROCK



CARD SPECS

Type: Rock
Attribute: Earth
Level: 4
ATK: 1,000
DEF: 1,300
Password: 10476868

CARD DESCRIPTION Shouldering a pair of machine guns, this monster is unstoppable.

BASIC INSECT



CARD SPECS

Type: Insect
Attribute: Earth
Level: 2
ATK: 500
DEF: 700
Password: 89091579

CARD DESCRIPTION Usually found traveling in swarms, this creature's ideal environment is the forest.

BATTLE OX



CARD SPECS

Type: Beast-Warrior
Attribute: Earth
Level: 4
ATK: 1,700
DEF: 1,000
Password: 05053103

CARD DESCRIPTION A monster with tremendous power, it destroys enemies with a swing of its axe.

BATTLE STEER



CARD SPECS

Type: Beast-Warrior
Attribute: Earth
Level: 5
ATK: 1,800
DEF: 1,300
Password: 18246479

CARD DESCRIPTION A bull monster often found in the woods, it charges enemy monsters with a pair of deadly horns.

BATTLE WARRIOR



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 3
ATK: 700
DEF: 1,000
Password: 55550921

CARD DESCRIPTION A warrior that fights with his bare hands.

BEAN SOLDIER



CARD SPECS

Type: Plant
Attribute: Earth
Level: 4
ATK: 1,400
DEF: 1,300
Password: 84990171

CARD DESCRIPTION A plant-warrior that attacks with seeds and sword.

BEAST FANGS



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 46009906

CARD DESCRIPTION A Beast-type monster equipped with this card increases its ATK and DEF by 300 points.

BEASTKING OF THE SWAMPS

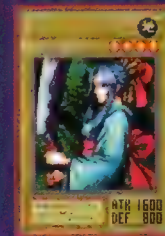


CARD SPECS

Type: Aqua/Effect
Attribute: Water
Level: 4
ATK: 1,000
DEF: 1,100
Password: 99426834

CARD DESCRIPTION You can substitute this card for any 1 Fusion-Material Monster. You cannot substitute for any other Fusion-Material Monsters in the current Fusion.

BEAUTIFUL HEADHUNTRESS



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,600
DEF: 800
Password: 16899564

CARD DESCRIPTION A vicious creature that has decapitated numerous enemy monsters.

BEAVER WARRIOR



CARD SPECS

Type: Beast-Warrior
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,500
Password: 32452818

CARD DESCRIPTION What this creature lacks in size it makes up for in defense when battling in the prairie.

BEHEGON



CARD SPECS

Type: Aqua
Attribute: Water
Level: 4
ATK: 1,350
DEF: 1,000
Password: 94022093

CARD DESCRIPTION With a large mouth and massive teeth, this is one dangerous and strange sea snake.



BELL OF DESTRUCTION

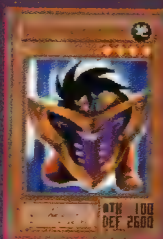


CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 83555666

CARD DESCRIPTION Destroy 1 face-up Monster Card and inflict Direct Damage equal to the destroyed card's ATK to the Life Points of both you and your opponent.

BIG SHIELD GARDNA



CARD SPECS

Type: Warrior/Effect
Attribute: Earth
Level: 4
ATK: 100
DEF: 2,600
Password: 65240384

CARD DESCRIPTION When this card is face-down and targeted by a Magic Card whose effect targets only 1 monster the Magic Card is negated and this card is turned face-up in Defense Position. When this card is attacked, it is shifted to Attack Position following the Damage step.

BETA THE MAGNET WARRIOR



CARD SPECS

Type: Rock
Attribute: Earth
Level: 4
ATK: 1,700
DEF: 1,600
Password: 39256679

CARD DESCRIPTION Alpha, Beta and Gamma meld as one to form a powerful monster.

BINDING CHAIN



CARD SPECS

Type: Fairy
Attribute: Light
Level: 3
ATK: 1,000
DEF: 1,100
Password: 08058240

CARD DESCRIPTION The mystic links of this chain can rob enemies of their power.

BICKURIBOX



CARD SPECS

Type: Fiend/Fusion
Attribute: Dark
Level: 7
ATK: 2,300
DEF: 2,000
Password: 25655502

CARD DESCRIPTION Crass Clown + Dream Clown

BIO PLANT



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 3
ATK: 600
DEF: 1,300
Password: 07670542

CARD DESCRIPTION A monster created from a major accident in an underground lab.

BIG EYE



CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 4
ATK: 1,200
DEF: 1,000
Password: 16768387

CARD DESCRIPTION FLIP: Draw 5 cards from the top of your Deck, arrange them in any order desired, and replace them on top of the Deck.

BLACK ILLUSION RITUAL



CARD SPECS

Type: Magic/Ritual
Attribute: —
Level: —
ATK: —
DEF: —
Password: 41426869

CARD DESCRIPTION This card is used to Ritual Summon "Relinquished." You must also offer monsters whose total Level Stars equal 1 or more from the Field or your hand as a Tribute.

BIG INSECT

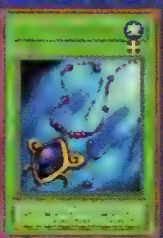


CARD SPECS

Type: Insect
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,500
Password: 53606874

CARD DESCRIPTION A giant ant that dwells in the jungle, it is powerful whether attacking or defending.

BLACK PENDANT



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 65169794

CARD DESCRIPTION A monster equipped with this card increases its ATK by 500 points. When this card is sent from the Field to the Graveyard, inflict 500 points of Direct Damage to your opponent's Life Points.

BLACKLAND FIRE DRAGON



CARD SPECS

Type: Dragon
Attribute: Dark
Level: 4
ATK: 1,500
DEF: 800
Password: 87564352

CARD DESCRIPTION A dragon that dwells in the depths of darkness, its vulnerability lies in its poor eyesight.

BLADEFLY



CARD SPECS

Type: Insect/Effect
Attribute: Wind
Level: 2
ATK: 600
DEF: 700
Password: 28470714

CARD DESCRIPTION As long as this card remains face-up on the Field, increase the ATK of all WIND monsters by 500 points and decrease the ATK of all EARTH monsters by 400 points.

BLAST JUGGLER



CARD SPECS

Type: Machine/Effect
Attribute: Fire
Level: 3
ATK: 800
DEF: 900
Password: 70138455

CARD DESCRIPTION You can destroy 2 monsters with an ATK of 1000 or less by offering this card as a Tribute if it is face-up on the Field during your Standby Phase.

BLAST SPHERE



CARD SPECS

Type: Machine/Effect
Attribute: Dark
Level: 4
ATK: 1,400
DEF: 1,400
Password: 26302522

CARD DESCRIPTION When your opponent attacks this monster in face-down Defense Position, this card is treated as an Equip Card and is used to equip the attacking monster (damage is not calculated). The equipped monster and this card are destroyed during your opponent's next Standby Phase. Your opponent then receives Direct Damage equal to the equipped monster's ATK.

BLOCK ATTACK



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 25880422

CARD DESCRIPTION You can select 1 of your opponent's monsters and shift it to Defense Position.

BLUE MEDICINE



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 20871001

CARD DESCRIPTION Increase your Life Points by 400 points.

BLUE-EYED SILVER ZOMBIE



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 3
ATK: 900
DEF: 700
Password: 35282433

CARD DESCRIPTION The beams from the eyes of this creature are said to turn enemies into zombies.

BLUE-EYES TOON DRAGON



CARD SPECS

Type: Dragon/Effect
Attribute: Light
Level: 8
ATK: 3,000
DEF: 2,500
Password: 53183600

CARD DESCRIPTION This card cannot be summoned unless "Toon World" is on the Field. This card cannot attack in the same turn that it is summoned. Pay 500 Life Points each time this monster attacks. When "Toon World" is destroyed, this card is also destroyed. If your opponent doesn't control a Toon monster on the Field, this card may inflict Direct Damage to your opponent's Life Points. If a Toon monster is on your opponent's side of the Field, your attacks must target the Toon monster.

BLUE-EYES WHITE DRAGON



CARD SPECS

Type: Dragon
Attribute: Light
Level: 8
ATK: 3,000
DEF: 2,500
Password: 89631139

CARD DESCRIPTION This legendary dragon is a powerful engine of destruction. Virtually invincible, very few have faced this awesome creature and lived to tell the tale.



BLUE-WINGED CROWN

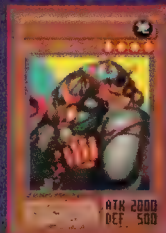


CARD SPECS

Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,600
DEF: 1,200
Password: 41396436

CARD DESCRIPTION With hair shaped like a crown and a body encased in bluish white flames, this bird is a formidable sight.

BOAR SOLDIER



CARD SPECS

Type: Beast-Warrior/Effect
Attribute: Earth
Level: 4
ATK: 2,000
DEF: 500
Password: 21340051

CARD DESCRIPTION This card can only be summoned by a Flip Summon. If

summoned by a Normal Summon, the card is destroyed. If your opponent has 1 or more monsters under his/her control, the ATK of this card is decreased by 1000 points.

BOLT ESCARGOT



CARD SPECS

Type: Thunder
Attribute: Water
Level: 5
ATK: 1,400
DEF: 1,500
Password: 12146024

CARD DESCRIPTION After rendering an opponent immobile by spitting a sticky goo, this monster closes in for the attack.

BOOK OF SECRET ARTS



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 91595718

CARD DESCRIPTION A Spellcaster-type monster equipped with this card increases its

ATK and DEF by 300 points.

BOTTOM DWELLER



CARD SPECS

Type: Fish
Attribute: Water
Level: 5
ATK: 1,650
DEF: 1,700
Password: 81386177

CARD DESCRIPTION This is one sea creature whose wrath is something monsters fear to face.

BRACCHIO-RAIDUS



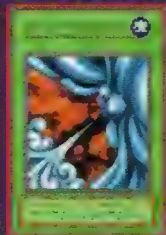
CARD SPECS

Type: Dinosaur/Fusion
Attribute: Water
Level: 6
ATK: 2,200
DEF: 2,000
Password: 16507828

CARD DESCRIPTION

Two-Headed King Rex + Crawling Dragon #2.

BREATH OF LIGHT



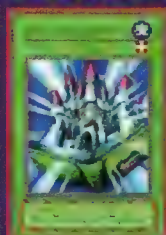
CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 20101223

CARD DESCRIPTION

Destroys all Rock-type monsters on the Field.

BRIGHT CASTLE

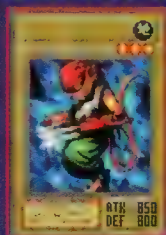


CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 82878489

CARD DESCRIPTION Increases the ATK of all LIGHT monsters by 700 points.

BURGLAR



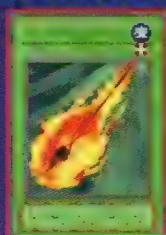
CARD SPECS

Type: Beast
Attribute: Earth
Level: 3
ATK: 850
DEF: 800
Password: 06297941

CARD DESCRIPTION

A wily rat armed with a huge left claw.

BURNING SPEAR



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 18937875

CARD DESCRIPTION

A FIRE monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

BUSTER BLADER



CARD SPECS

Type: Warrior/Effect

Attribute: Earth

Level: 7

ATK: 2,600

DEF: 2,300

Password: 78193831

CARD DESCRIPTION The ATK of this card increases by 500 points for every Dragon-type monster in your opponent's side of the Field and Graveyard.

CALL OF THE DARK



CARD SPECS

Type: Trap/Continuous

Attribute: —

Level: —

ATK: —

DEF: —

Password: 78637313

CARD DESCRIPTION All monsters restored with "Monster Reborn" also cannot be played as long as this card remains on the Field.

CALL OF THE GRAVE



CARD SPECS

Type: Trap

Attribute: —

Level: —

ATK: —

DEF: —

Password: 16970158

CARD DESCRIPTION Deactivate the effect of "Monster Reborn" when your opponent plays it.

CALL OF THE HAUNTED



CARD SPECS

Type: Trap/Continuous

Attribute: —

Level: —

ATK: —

DEF: —

Password: 97077563

CARD DESCRIPTION Select 1 monster from your Graveyard and Special Summon it in Attack Position. When this card is destroyed or removed from the Field, the summoned monster is also destroyed, and vice-versa.

CANDLE OF FATE



CARD SPECS

Type: Fiend

Attribute: Dark

Level: 2

ATK: 600

DEF: 600

Password: 47695416

CARD DESCRIPTION Decides the fate of an opponent when the candle on its fingertip

burns out.

CANNON SOLDIER



CARD SPECS

Type: Machine/Effect

Attribute: Dark

Level: 4

ATK: 1,400

DEF: 1,300

Password: 11384280

CARD DESCRIPTION Offer 1 or more monsters on your side of the Field as a Tribute to inflict 500 points of Direct Damage per monster to your opponent's Life Points. Monsters used for a Tribute Summon or that are offered as Tributes due to other cards' effects are excluded.

CASTLE OF DARK ILLUSIONS



CARD SPECS

Type: Fiend/Effect

Attribute: Dark

Level: 4

ATK: 920

DEF: 1,930

Password: 00062121

CARD DESCRIPTION Increases the ATK and DEF of all Zombie-type monsters by 200 points for each turn this card is face-up. This effect remains for 5 turns.

CASTLE WALLS



CARD SPECS

Type: Trap

Attribute: —

Level: —

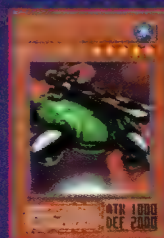
ATK: —

DEF: —

Password: 44209392

CARD DESCRIPTION Increase a selected monster's DEF by 500 points during the turn this card is activated.

CATAPULT TURTLE



CARD SPECS

Type: Aqua/Effect

Attribute: Water

Level: 5

ATK: 1,000

DEF: 2,000

Password: 95727991

CARD DESCRIPTION Offer 1 of your monsters on the Field as a Tribute. Half of the Tribute monster's ATK is inflicted to your opponent's Life Points as Direct Damage.



CEASEFIRE



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 36468556

CARD DESCRIPTION Flip all face-down Monster Cards on the Field face-up (Flip Effects are not activated). For every Effect Monster Card on the Field, decrease your opponent's Life Points by 500 points.

CELTIC GUARDIAN



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,400
DEF: 1,200
Password: 91152256 or 90101050

CARD DESCRIPTION An elf who learned to wield a sword, he baffles enemies with lightning-swift attacks.

CEREMONIAL BELL



CARD SPECS

Type: Spellcaster/Effect
Attribute: Light
Level: 3
ATK: 0
DEF: 1,850
Password: 20228463

CARD DESCRIPTION As long as this card remains face-up on the Field, you and your opponent must show your respective hands to each other.

CHAIN DESTRUCTION



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 01248895

CARD DESCRIPTION You can activate this card when a monster with an ATK of 2000 points or less is summoned (including Special Summon). Destroys all Monster Cards of the same name in the summoning player's hand and Deck. The summoning player's Deck is then shuffled.

CHAIN ENERGY

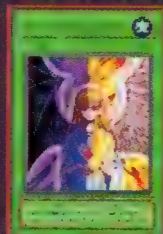


CARD SPECS

Type: Magic/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 79323590

CARD DESCRIPTION As long as this card remains face-up on the Field, both you and your opponent must pay 500 Life Points per card to play or Set cards from your respective hands.

CHANGE OF HEART

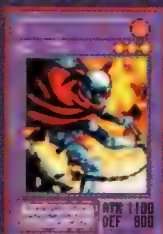


CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 04031928

CARD DESCRIPTION Select and control 1 opposing monster (regardless of position) on the Field until the end of your turn.

CHARUBIN THE FIRE KNIGHT



CARD SPECS

Type: Pyro/Fusion
Attribute: Fire
Level: 3
ATK: 1,100
DEF: 800
Password: 37421579

CARD DESCRIPTION

Monster Egg + Hinotama Soul

CHORUS OF SANCTUARY



CARD SPECS

Type: Magic/Field
Attribute: —
Level: —
ATK: —
DEF: —
Password: 81380218

CARD DESCRIPTION Increases the DEF of all Defense Position monsters by 500 points.

CLAW REACHER



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 3
ATK: 1,000
DEF: 800
Password: 41218256

CARD DESCRIPTION Stretching arms and razor-sharp claws make this monster a formidable opponent.

CLOWN ZOMBIE



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 2
ATK: 1,350
DEF: 0
Password: 92667214

CARD DESCRIPTION A clown revived by the powers of darkness, its deadly dance has sent many monsters to their grave.

Cockroach Knight

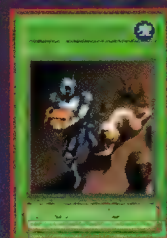


CARD SPECS

Type: Insect/Effect
Attribute: Earth
Level: 3
ATK: 800
DEF: 900
Password: 33413638

CARD DESCRIPTION When this card is sent to the Graveyard, it is returned to the top of the Deck instead.

Confiscation

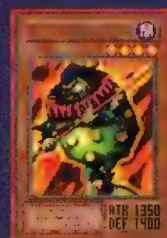


CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 17375316

CARD DESCRIPTION Pay 1000 Life Points to look at your opponent's hand. Select 1 card and discard it to the Graveyard.

Crass Clown



CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 4
ATK: 1,350
DEF: 1,400
Password: 93889755

CARD DESCRIPTION When this card is shifted from Defense Position to Attack Position, return 1 of your opponent's monsters to the owner's hand.

Crawling Dragon

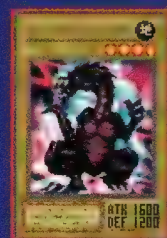


CARD SPECS

Type: Dragon
Attribute: Earth
Level: 5
ATK: 1,600
DEF: 1,400
Password: 67494157

CARD DESCRIPTION This weakened dragon can no longer fly, but is still a deadly force to be reckoned with.

Crawling Dragon #2



CARD SPECS

Type: Dragon
Attribute: Earth
Level: 4
ATK: 1,600
DEF: 1,200
Password: 38289717

CARD DESCRIPTION A powerful dragon with teeth that can grind almost anything to dust.

Crimson Sunbird



CARD SPECS

Type: Winged-Beast/Fusion
Attribute: —
Level: 6
ATK: —
DEF: —
Password: 46696593

CARD DESCRIPTION Faith Bird + Skull Red Bird

Crow Goblin

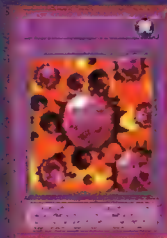


CARD SPECS

Type: Winged Beast
Attribute: Wind
Level: 5
ATK: 1,850
DEF: 1,600
Password: 77998771

CARD DESCRIPTION A clever long-nosed goblin, he is a force to be reckoned with.

Crush Card



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 57728570

CARD DESCRIPTION Offer 1 DARK monster with an ATK of 1000 or less as a Tribute.

Any opponent's monster with an ATK of 1500 or higher on the Field, in your opponent's hand, or drawn in the next 3 turns is automatically destroyed.

Curse of Dragon

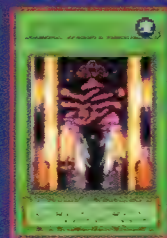


CARD SPECS

Type: Dragon
Attribute: Dark
Level: 5
ATK: 2,000
DEF: 1,500
Password: 28279543

CARD DESCRIPTION A wicked dragon that taps into dark forces to execute a powerful attack.

Curse of Fiend



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 12470447

CARD DESCRIPTION Changes the

battle positions of all Attack Position monsters on the Field to Defense Position and vice-versa. These positions cannot be changed during the turn this card is activated except by the effect of a Magic, Trap or Effect Monster Card. You can activate this card only during your Standby Phase.



CURTAIN OF THE DARK ONES



CARD SPECS

Type: Spellcaster
Attribute: Dark
Level: 2
ATK: 600
DEF: 500
Password: 22026707

CARD DESCRIPTION A curtain that a spellcaster made. It is said to raise a dark power.

CYBER COMMANDER



CARD SPECS

Type: Machine
Attribute: Dark
Level: 2
ATK: 750
DEF: 700
Password: 06400512

CARD DESCRIPTION A strike force equipped with rocket launchers and bazookas.

CYBER FALCON



CARD SPECS

Type: Machine
Attribute: Wind
Level: 4
ATK: 1,400
DEF: 1,200
Password: 30655537

CARD DESCRIPTION A jet-powered hawk that travels at the speed of sound.

CYBER JAR

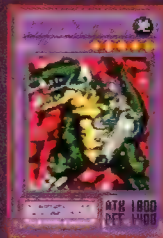


CARD SPECS

Type: Rock/Effect
Attribute: Dark
Level: 3
ATK: 900
DEF: 900
Password: 34124316

CARD DESCRIPTION FLIP: Destroys all monsters on the Field (including this monster). Both players then pick up (not Draw) 5 cards from the top of their respective Decks and show the cards to each other. Immediately special summon any Monster cards of Level 4 or lower among them on the Field in face-up Attack Position or face-down Defense Position. The rest of the cards picked up are placed in the players' hands.

CYBER SAURUS



CARD SPECS

Type: Machine/Fusion
Attribute: Earth
Level: 5
ATK: 1,800
DEF: 1,400
Password: 89112729

CARD DESCRIPTION Blast Juggler + Two-Headed King Rex

CYBER SHIELD



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 63224564

CARD DESCRIPTION Increases the ATK of either "Harpie Lady" or "Harpie Lady Sisters" by 500 points.

CYBER SOLDIER

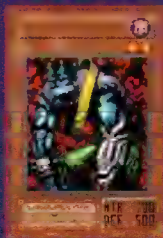


CARD SPECS

Type: Machine
Attribute: Dark
Level: 5
ATK: 1,500
DEF: 1,700
Password: 44865098

CARD DESCRIPTION Guardian of the Machine Master, it crushes opposition by rolling over them.

CYBER-STEIN



CARD SPECS

Type: Machine/Effect
Attribute: Dark
Level: 2
ATK: 700
DEF: 500
Password: 69015963

CARD DESCRIPTION At the cost of 5000 of your own Life Points, you can Special Summon 1 Fusion Monster from your Fusion Deck in face-up Attack Position.

CYBER-TECH ALLIGATOR



CARD SPECS

Type: Machine
Attribute: Wind
Level: 5
ATK: 2,500
DEF: 1,600
Password: 48766543

CARD DESCRIPTION A winged dragon brought back to life by means of modern technology.

D. HUMAN



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,300
DEF: 1,100
Password: 81057959

CARD DESCRIPTION Gifted with the power of dragons, this warrior wields a sword created from a dragon's fans.

DANCING ELF



CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 1
ATK: 600
DEF: 1,400
Password: 59983499

CARD DESCRIPTION The DEF of this monster is decreased by half when attacked by

LIGHT monsters.

DARK ARTIST



CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 3
ATK: 600
DEF: 1,400
Password: 41949033

CARD DESCRIPTION The DEF of this monster is decreased by half when attack by

LIGHT monsters.

DARK ASSAILANT



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 4
ATK: 1,200
DEF: 1,200
Password: 32344688

CARD DESCRIPTION Armed with the Psycho Sword, this sinister assassin rules the

bad land.

DARK CHIMERA

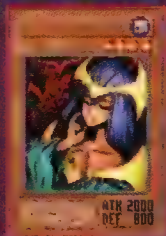


CARD SPECS

Type: Fiend
Attribute: Dark
Level: 5
ATK: 1,610
DEF: 1,460
Password: 32344688

CARD DESCRIPTION A fire-breathing monster that dwells in the netherworld.

DARK ELF



CARD SPECS

Type: Spellcaster/Effect
Attribute: Dark
Level: 4
ATK: 2,000
DEF: 800
Password: 21417692

CARD DESCRIPTION This card requires a cost of 1000 of your own Life Points

to attack.

DARK ENERGY



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 04614116

CARD DESCRIPTION A Fiend-type monster equipped with this card increases its ATK and DEF by 300 points.

DARK GRAY

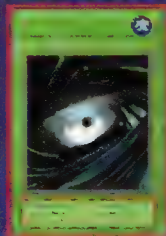


CARD SPECS

Type: Beast
Attribute: Earth
Level: 3
ATK: 800
DEF: 900
Password: 09159938

CARD DESCRIPTION Entirely gray, this beast has rarely been seen by mortal eyes.

DARK HOLE



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —

Password: 53129443

CARD DESCRIPTION Destroys all monsters on the Field.

DARK KING OF THE ABYSS



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 3
ATK: 1,200
DEF: 800
Password: 53375573

CARD DESCRIPTION It's said that this King of the Netherworld once had the power to

rule over the dark.



DARK MAGICIAN

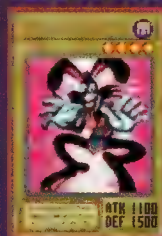


CARD SPECS

Type: Spellcaster
Attribute: Dark
Level: 7
ATK: 2,500
DEF: 2,100
Password: 46986414

CARD DESCRIPTION The ultimate wizard in terms of attack and defense.

DARK RABBIT



CARD SPECS

Type: Beast
Attribute: Dark
Level: 4
ATK: 1,100
DEF: 1,500
Password: 99261403

CARD DESCRIPTION A cartoon rabbit that quickly leaps all over the place, making it a difficult target.

DARK SAGE

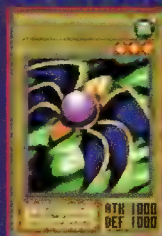


CARD SPECS

Type: Spellcaster/Effect
Attribute: Dark
Level: 9
ATK: 2,800
DEF: 3,200
Password: 92377303

CARD DESCRIPTION When you activate the effect of "Time Wizard" and call it right, you can summon this card from either your hand or your Deck by offering 1 "Dark Magician" as a Tribute. Then move 1 Magic Card from your Deck to your hand and shuffle your Deck.

DARK SHADE

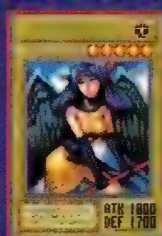


CARD SPECS

Type: Fiend
Attribute: Wind
Level: 3
ATK: 1,000
DEF: 1,000
Password: 40196604

CARD DESCRIPTION A crystal monster that unleashes a brilliant light to blind enemies.

DARK WITCH



CARD SPECS

Type: Fairy
Attribute: Light
Level: 5
ATK: 1,800
DEF: 1,700
Password: 35565537

CARD DESCRIPTION A popular creature in mythology that delivers fatal attacks with a sharp spear.

DARK ZEBRA

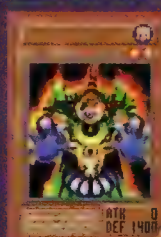


CARD SPECS

Type: Beast/Effect
Attribute: Earth
Level: 4
ATK: 1,800
DEF: 400
Password: 59784896

CARD DESCRIPTION If this is the only card in your control during your Standby Phase, it is automatically placed in Defense Position. You cannot change the Position of this card during the same turn.

DARK-EYES ILLUSIONIST



CARD SPECS

Type: Spellcaster/Effect
Attribute: Dark
Level: 2
ATK: 0
DEF: 1,400
Password: 38247752

CARD DESCRIPTION FLIP: As long as this card remains on the Field, 1 designated monster cannot attack.

DARKFIRE DRAGON



CARD SPECS

Type: Dragon/Fusion
Attribute: Dark
Level: 4
ATK: 1,500
DEF: 1,250
Password: 17881964

CARD DESCRIPTION Firegrass + Petit Dragon

DARKFIRE SOLDIER #1



CARD SPECS

Type: Pyro
Attribute: Fire
Level: 4
ATK: 1,700
DEF: 1,150
Password: 05388481

CARD DESCRIPTION An explosive expert from a special elite force.

DARKFIRE SOLDIER #2



CARD SPECS

Type: Pyro
Attribute: Fire
Level: 4
ATK: 1,700
DEF: 1,100
Password: 78861134

CARD DESCRIPTION A warrior who gained immeasurable power from the heart of a volcano.

DARKNESS APPROACHES



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 80168720

CARD DESCRIPTION Discard 2 cards from your hand. Select 1 face-up monster and flip it face-down, but do not change its battle position.

DARK-PIERCING LIGHT



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 45895206

CARD DESCRIPTION Flip all of your opponent's face-down Monster Cards on the Field face-up. The effect of the monster will activate at this time.

DARKWORLD THORNS



CARD SPECS

Type: Plant
Attribute: Earth
Level: 3
ATK: 1,200
DEF: 900
Password: 43500484

CARD DESCRIPTION A thorny plant found in the darklands that wraps itself around any unwary traveler.

DEEPSEA SHARK



CARD SPECS

Type: Fish/Fusion
Attribute: Water
Level: 5
ATK: 1,900
DEF: 1,600
Password: 28593363

CARD DESCRIPTION Bottom Dweller + Tongyo

DELINQUENT DUO



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 44763025

CARD DESCRIPTION Pay 1000 Life Points. Randomly select and discard 1 card from your opponent's hand. Your opponent then selects and discards another card from his/her hand.

DE-SPELL



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 19159413

CARD DESCRIPTION Destroys 1 Magic Card on the Field. If this card's target is face-down, flip it face-up. If the card is a Magic Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

DESTROYER GOLEM



CARD SPECS

Type: Rock
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 1,000
Password: 73491154

CARD DESCRIPTION A golem with a massive right hand for crushing its victims.

DICE ARMADILLO



CARD SPECS

Type: Machine
Attribute: Earth
Level: 5
ATK: 1,650
DEF: 1,800
Password: 69893315

CARD DESCRIPTION An armadillo monster that rolls up to form a dice-like shape.

DIMENSIONAL WARRIOR



CARD SPECS

Type: Warrior/Effect
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,000
Password: 37043180

CARD DESCRIPTION When this card Attacks or is attacked, both this card and the opposing monster are removed from play and cannot return during the current Duel.

DISK MAGICIAN



CARD SPECS

Type: Machine
Attribute: Dark
Level: 4
ATK: 1,350
DEF: 1,000
Password: 76446915

CARD DESCRIPTION This monster hides in a saucer and only appears when executing an attack.



DISSOLVEROCK



CARD SPECS

Type: Rock
Attribute: Earth
Level: 3
ATK: 900
DEF: 1,000
Password: 40826495

CARD DESCRIPTION A monster born in the lava pits, it generates intense heat that can melt away its enemies.

DNA SURGERY



CARD SPECS

Type: Trap/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 74701381

CARD DESCRIPTION Select 1 Type of monster. As long as this card remains on the Field, all face-up Monster Cards will be treated as the Type you selected.

DOKUROIZO THE GRIM REAPER



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 3
ATK: 900
DEF: 1,200
Password: 25882881

CARD DESCRIPTION A messenger of doom that steals a soul with a single blow.

DOMA THE ANGEL OF SILENCE



CARD SPECS

Type: Fairy
Attribute: Dark
Level: 5
ATK: 1,600
DEF: 1,400
Password: 16972957

CARD DESCRIPTION This fairy rules over death, and administers it when necessary.

DORON



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 2
ATK: 900
DEF: 500
Password: 00756652

CARD DESCRIPTION This monster splits in two and attacks from opposite sides.

DOROVER



CARD SPECS

Type: Aqua
Attribute: Water
Level: 3
ATK: 900
DEF: 800
Password: 24194033

CARD DESCRIPTION This ugly monster emits a highly poisonous gas.

DRAGON CAPTURE JAR



CARD SPECS

Type: Trap/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 50045299

CARD DESCRIPTION All Dragon-type monsters on the Field are switched to Defense Position and remain in this position as long as this card is active.

DRAGON PIPER

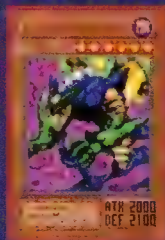


CARD SPECS

Type: Pyro/Effect
Attribute: Fire
Level: 3
ATK: 200
DEF: 1,800
Password: 55763552

CARD DESCRIPTION FLIP: Destroys "Dragon Capture Jar," and turns all face-up Dragon-type monsters to Attack Position.

DRAGON SEEKER



CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 6
ATK: 2,000
DEF: 2,100
Password: 28563545

CARD DESCRIPTION When this card is summoned to the Field (excluding Special Summon), one Dragon-type monster can be automatically destroyed.

DRAGON TREASURE



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 01435851

CARD DESCRIPTION A Dragon-type monster equipped with this card increases its ATK and DEF by 300 points.

DRAGON ZOMBIE



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 3
ATK: 1,600
DEF: 0
Password: 66672569

CARD DESCRIPTION A dragon revived by sorcery. Its breath is highly corrosive.

DRAGONESS THE WICKED KNIGHT



CARD SPECS

Type: Warrior/Fusion
Attribute: Wind
Level: 3
ATK: 1,200
DEF: 900
Password: 70681994

CARD DESCRIPTION Armalll + One-Eyed Shield Dragon

DREAM CLOWN



CARD SPECS

Type: Warrior/Effect
Attribute: Earth
Level: 3
ATK: 1,200
DEF: 900
Password: 13215230

CARD DESCRIPTION When this card is changed from Attack to Defense Position, 1 opposing monster is automatically destroyed.

DRIVING SNOW



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 00473469

CARD DESCRIPTION You can activate this card when 1 or more of your Magic Cards are destroyed and sent from the Field to the Graveyard. Destroy 1 Magic or Trap Card on the Field.

DROOLING LIZARD

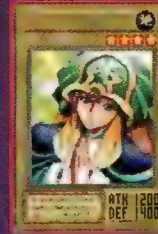


CARD SPECS

Type: Reptile
Attribute: Earth
Level: 3
ATK: 900
DEF: 800
Password: 16353197

CARD DESCRIPTION A blood-sucking snake in human form that attacks any living being that passes nearby.

DRYAD



CARD SPECS

Type: Spellcaster
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,400
Password: 84916669

CARD DESCRIPTION A spirit of the forest powered by the surrounding trees and wildlife.

DUNAMES DARK WITCH



CARD SPECS

Type: Fairy
Attribute: Light
Level: 4
ATK: 1,800
DEF: 1,050
Password: 12493482

CARD DESCRIPTION Even when the odds are against this brave fairy, this monster will engage in battle and never run away.

DUNGEON WORM



CARD SPECS

Type: Insect
Attribute: Earth
Level: 5
ATK: 1,800
DEF: 1,500
Password: 51228280

CARD DESCRIPTION Hidden under the floors of a labyrinth, it swallows any who pass above.

DUST TORNADO

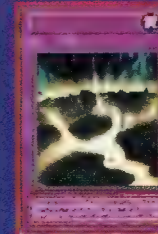


CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 60082869

CARD DESCRIPTION Destroy 1 of your opponent's Magic or Trap Cards on the Field. You can then Set 1 Magic or Trap Card from your hand.

EARTHSHAKER



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 60866277

CARD DESCRIPTION Select 2 Monster Card Attributes. Your opponent then selects 1 of the 2 Attributes and destroys face-up monsters of that Attribute on the Field.



EATGABOON



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —

Password: 42578427

CARD DESCRIPTION If the ATK of a monster summoned by your opponent (excluding Special Summon) is 500 points or less, the monster is destroyed.

ELDEEN



CARD SPECS

Type: Spellcaster
Attribute: Light
Level: 3
ATK: 950
DEF: 1,000

Password: 06367785

CARD DESCRIPTION The cane of this monster is the source of many powerful spells.

ELECTRIC LIZARD



CARD SPECS

Type: Thunder/Effect
Attribute: Earth
Level: 3
ATK: 850
DEF: 800

Password: 55875323

CARD DESCRIPTION A non Zombie-type monster that attacks "Electric Lizard" cannot attack on their following turn.

ELECTRIC SNAKE



CARD SPECS

Type: Thunder/Effect
Attribute: Light
Level: 3
ATK: 800
DEF: 900

Password: 11324436

CARD DESCRIPTION When this card is sent directly from your hand to the Graveyard by your opponent's card effect, you can draw 2 cards from your Deck.

ELECTRO-WHIP



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —

Password: 37820550

CARD DESCRIPTION A Thunder-type monster equipped with this card increases its ATK and DEF by 300 points.

ELEGANT EGOTIST



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —

Password: 90219263

CARD DESCRIPTION When you have 1 or more "Harpie Lady" cards on the Field, you can Special Summon a "Harpie Lady Sisters" card from your hand or your Deck.

ELF'S LIGHT



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —

Password: 39897277

CARD DESCRIPTION Increases the ATK of all LIGHT monsters by 400 points and decreases their DEF by 200 points.

EMPRESS JUDGE



CARD SPECS

Type: Warrior/Fusion
Attribute: Earth
Level: 6
ATK: 2,100
DEF: 1,700

Password: 15237615

CARD DESCRIPTION Queen's Double + Hibikime

ENCHANTED JAVELIN



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —

Password: 96355986

CARD DESCRIPTION Select 1 of your opponent's monsters in Attack Position and add its ATK points to your Life Points.

ENCHANTING MERMAID



CARD SPECS

Type: Fish
Attribute: Water
Level: 3
ATK: 1,200
DEF: 900

Password: 75376965

CARD DESCRIPTION A beautiful mermaid that lures voyagers to a watery death.

ERADICATING AEROSOL



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 947168515

CARD DESCRIPTION Destroys all Insect-type monsters on the Field.

ETERNAL DRAUGHT



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 56606928

CARD DESCRIPTION Destroys all Fish-type monsters on the Field.

ETERNAL REST



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 95051344

CARD DESCRIPTION Destroys all monsters equipped with Equip Cards.

EXCHANGE



CARD SPECS

Type: —
Attribute: —
Level: —
ATK: —
DEF: —
Password: 05556668

CARD DESCRIPTION Both players show their hands to each other. You both select 1 card from each other's hand and add it to your own. When sent to the Graveyard, the cards are placed in the Graveyard of the original owner.

EXILE OF THE WICKED



CARD SPECS

Type: —
Attribute: —
Level: —
ATK: —
DEF: —
Password: 26725158

CARD DESCRIPTION Destroys all face-up Fiend-type monsters on the Field.

EXODIA THE FORBIDDEN ONE

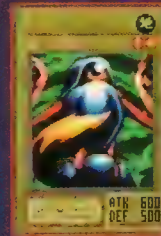


CARD SPECS

Type: Spellcaster/Effect
Attribute: Dark
Level: 3
ATK: 1,000
DEF: 1,000
Password: 33396948

CARD DESCRIPTION An automatic victory can be declared by the player whose hand contains this card together with the Left Leg/Right Leg/Left Arm/Right Arm of the Forbidden One.

EYEARMOR



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 2
ATK: 600
DEF: 500
Password: 64511793

CARD DESCRIPTION This warrior transforms into various creatures to confuse enemies in battle.

FAIRY DRAGON

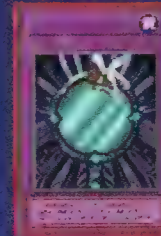


CARD SPECS

Type: Dragon
Attribute: Wind
Level: 4
ATK: 1,100
DEF: 1,200
Password: 20315854

CARD DESCRIPTION A beautiful and powerful dragon fairy.

FAIRY'S HAND MIRROR



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 17653779

CARD DESCRIPTION Switch the opponent's Magic Card effect that specifically designates 1 monster as a target to another correctly targeted monster.

FAIRYWITCH



CARD SPECS

Type: Spellcaster
Attribute: Dark
Level: 3
ATK: 800
DEF: 1,000
Password: 37160778

CARD DESCRIPTION Though destined to be a fairy, this creature chose the way of the witch instead.



FAITH BIRD



CARD SPECS

Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,500
DEF: 1,100
Password: 75582395

CARD DESCRIPTION This long-tailed bird blinds its enemies with mystical light.

FAKE TRAP



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 03027001

CARD DESCRIPTION When your opponent uses a Magic, Trap, or Effect Monster Card to destroy your Trap Card(s), this card can be destroyed as a substitute for your Trap Card(s).

FERAL IMP



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,300
DEF: 1,400
Password: 41392891

CARD DESCRIPTION A playful little fiend that lurks in the dark, waiting to attack an

unwary enemy.

FIEND KRAKEN



CARD SPECS

Type: Aqua
Attribute: Water
Level: 4
ATK: 1,200
DEF: 1,400
Password: 77456781

CARD DESCRIPTION A giant squid that drags its enemies to a watery grave.

FIEND REFLECTION #1



CARD SPECS

Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,300
DEF: 1,400
Password: 68870276

CARD DESCRIPTION This monster can draw its enemies into mirror world that renders them helpless.

FIEND REFLECTION #2



CARD SPECS

Type: Winged Beast
Attribute: Light
Level: 4
ATK: 1,100
DEF: 1,400
Password: 02863439

CARD DESCRIPTION A bird-beast that summons reinforcements with a hand mirror.

FIEND SWORD



CARD SPECS

Type: Warrior
Attribute: Dark
Level: 4
ATK: 1,400
DEF: 800
Password: 22855882

CARD DESCRIPTION Whoever resists the curse of this blade will gain untold power.

FIEND'S HAND



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 2
ATK: 600
DEF: 600
Password: 52800428

CARD DESCRIPTION Arms that reach out from the Swamp of Chaos to drag down the unwary.

FINAL FLAME



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 73134081

CARD DESCRIPTION Inflicts 600 points of Direct Damage to your opponent's Life Points.

FIRE KRAKEN



CARD SPECS

Type: Aqua
Attribute: Fire
Level: 4
ATK: 1,600
DEF: 1,500
Password: 46534755

CARD DESCRIPTION A squid that thrives on fire and heat.

FIRE REAPER



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 2
ATK: 700
DEF: 500
Password: 53581214

CARD DESCRIPTION A reaper with a flaming arrow that burns an enemy to a crisp.

FIREGRASS

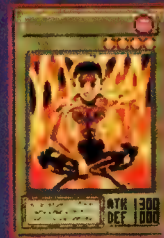


CARD SPECS

Type: Plant
Attribute: Earth
Level: 2
ATK: 700
DEF: 600
Password: 53293545

CARD DESCRIPTION A fire-breathing plant found growing near volcanoes.

FIREYAROU

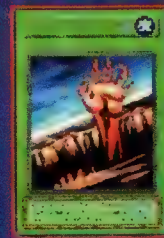


CARD SPECS

Type: Pyro
Attribute: Fire
Level: 4
ATK: 1,300
DEF: 1,000
Password: 71407486

CARD DESCRIPTION A malevolent creature wrapped in flames that attacks enemies with intense fire.

FISSURE



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 66788016

CARD DESCRIPTION Destroys 1 opponent's face-up monster with the lowest ATK.

FLAME CERBERUS



CARD SPECS

Type: Pyro
Attribute: Fire
Level: 6
ATK: 2,100
DEF: 1,800
Password: 60862676

CARD DESCRIPTION Known to many as the "Burning Executioner," this monster is capable of burning enemies to cinders.

FLAME CHAMPION



CARD SPECS

Type: Pyro
Attribute: Fire
Level: 5
ATK: 1,900
DEF: 1,300
Password: 42599677

CARD DESCRIPTION A warrior protected by a flaming shield that nullifies any attack.

FLAME GHOST



CARD SPECS

Type: Zombie/Fusion
Attribute: Dark
Level: 3
ATK: 1,000
DEF: 800
Password: 58528964

CARD DESCRIPTION Skull Servant + Dissolverock

FLAME MANIPULATOR



CARD SPECS

Type: Spellcaster
Attribute: Fire
Level: 3
ATK: 900
DEF: 1,000
Password: 34460851

CARD DESCRIPTION This Spellcaster attacks enemies with fire-related spells such as "Sea of Flames" and "Wall of Fire."

FLAME SWORDSMAN



CARD SPECS

Type: Warrior/Fusion
Attribute: Fire
Level: 5
ATK: 1,800
DEF: 1,600
Password: 45231177

CARD DESCRIPTION Flame Manipulator + Masaki the Legendary Swordsman

FLAME VIPER



CARD SPECS

Type: Pyro
Attribute: Earth
Level: 2
ATK: 400
DEF: 450
Password: 02830619

CARD DESCRIPTION A fire-breathing snake whose speed makes it a difficult target.



FLASH ASSAILANT



CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 4
ATK: 2,000
DEF: 2,000
Password: 96890582

CARD DESCRIPTION Decrease the ATK and DEF of this card by 400 points for every card in your hand.

FLOWER WOLF



CARD SPECS

Type: Beast/Fusion
Attribute: Earth
Level: 5
ATK: 1,800
DEF: 1,400
Password: 95952802

CARD DESCRIPTION Silver Fang + Darkworld Thorns

FLYING KAMAKIRI #1



CARD SPECS

Type: Insect/Effect
Attribute: Wind
Level: 4
ATK: 1,400
DEF: 900
Password: 84834865

CARD DESCRIPTION When this card is sent to the Graveyard as a result of battle, you may select 1 WIND monster with an ATK of 1500 or less from your Deck and Special Summon it to the Field (no Tribute is required for monsters of Level 5 or more). The Deck is then shuffled.

FLYING KAMAKIRI #2



CARD SPECS

Type: Insect
Attribute: Wind
Level: 4
ATK: 1,500
DEF: 800
Password: 03134241

CARD DESCRIPTION A flying mantis that feeds primarily on insects.

FOLLOW WIND



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 98252586

CARD DESCRIPTION A Winged Beast-type monster equipped with this card increases its ATK and DEF by 300 points.

FORCED REQUISITION



CARD SPECS

Type: Trap/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 74923978

CARD DESCRIPTION You can activate this card when you discard from your hand. Every time you discard from your hand, your opponent must also discard from his/her hand.

FOREST



CARD SPECS

Type: Magic/Field
Attribute: —
Level: —
ATK: —
DEF: —
Password: 87430998

CARD DESCRIPTION Increases the ATK and DEF of all Insect, Beast, Plant, and Beast-Warrior-type monsters by 200 points.

FRENZIED PANDA



CARD SPECS

Type: Beast
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,000
Password: 98818516

CARD DESCRIPTION A savage beast that carries a big bamboo stick for beating down its enemies.

FUSION SAGE

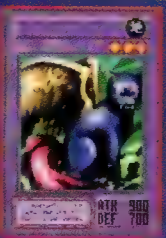


CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 26902560

CARD DESCRIPTION Take 1 "Polymerization" from your Deck and add it to your hand. The Deck is then shuffled.

FUSIONIST



CARD SPECS

Type: Beast/Fusion
Attribute: Earth
Level: 3
ATK: 900
DEF: 700
Password: 01641882

CARD DESCRIPTION Petit Angel + 1 Mystical Sheep #2

GAIA POWER



CARD SPECS

Type: Magic/Field
Attribute: —
Level: —
ATK: —
DEF: —
Password: 56594520

CARD DESCRIPTION Increase the ATK of all EARTH monsters by 500 points and decreases their DEF by 400 points.

GAIA THE DRAGON CHAMPION



CARD SPECS

Type: Dragon/Fusion
Attribute: Wind
Level: 7
ATK: 2,600
DEF: 2,100
Password: 66889139

CARD DESCRIPTION Gala The Fierce Knight + Curse of Dragon

GAIA THE FIERCE KNIGHT



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 7
ATK: 2,300
DEF: 2,100
Password: 06368038

CARD DESCRIPTION A knight whose horse travels faster than the wind. His battle-charge is a force to be reckoned with.

GALE DOGRA

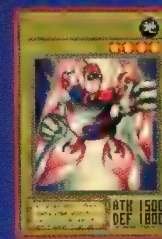


CARD SPECS

Type: Insect/Effect
Attribute: Earth
Level: 2
ATK: 650
DEF: 600
Password: 16229315

CARD DESCRIPTION At the cost of 3000 Life Points, you can discard 1 monster from your Fusion Deck to the Graveyard.

GAMMA THE MAGNET WARRIOR



CARD SPECS

Type: Rock
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 1,800
Password: 11549357

CARD DESCRIPTION Alpha, Beta, and Gamma meld as one to form a powerful monster.

GANIGUMO



CARD SPECS

Type: Insect
Attribute: Earth
Level: 2
ATK: 600
DEF: 800
Password: 34536276

CARD DESCRIPTION A crab that binds its enemies with a sticky web and attacks them with its sharp claws.

GARMA SWORD



CARD SPECS

Type: Warrior/Ritual
Attribute: Dark
Level: 7
ATK: 2,550
DEF: 2,150
Password: 90844184

CARD DESCRIPTION This monster is summoned with the Ritual Magic Card, "Garma Sword Oath." You must also offer monsters whose total Level stars equal 7 or more as a Tribute from the Field or your hand.

GARMA SWORD OATH



CARD SPECS

Type: Magic/Ritual
Attribute: —
Level: —
ATK: —
DEF: —
Password: 78577570

CARD DESCRIPTION This card is used to summon "Garma Sword." You must also offer monsters whose total Level stars equal 7 or more as a Tribute from the Field or your hand.

GARNECIA ELEFANTIS



CARD SPECS

Type: Beast-Warrior
Attribute: Earth
Level: 7
ATK: 2,400
DEF: 2,000
Password: 49888191

CARD DESCRIPTION A monster so heavy that each step rocks the earth.

GAROOZIS



CARD SPECS

Type: Beast-Warrior
Attribute: Fire
Level: 5
ATK: 1,800
DEF: 1,500
Password: 14977074

CARD DESCRIPTION An axe-swinging beast-warrior with the head of a dragon.



GARVAS



CARD SPECS

Type: Beast
Attribute: Earth
Level: 6
ATK: 2,000
DEF: 1,700
Password: 69780745

CARD DESCRIPTION A wicked beast that resembles a winged lion.

GATEKEEPER



CARD SPECS

Type: Machine
Attribute: Dark
Level: 5
ATK: 1,500
DEF: 1,800
Password: 19737320

CARD DESCRIPTION

An indestructible machine created for the sole purpose of protecting entrances.

GAZELLE THE KING OF MYTHICAL BEASTS



CARD SPECS

Type: Beast
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 1,200
Password: 05818798

CARD DESCRIPTION

This monster moves so fast that it looks like an illusion to mortal eyes.

GEMINI ELF



CARD SPECS

Type: Spellcaster
Attribute: Earth
Level: 4
ATK: 1,900
DEF: 900
Password: 69140098

CARD DESCRIPTION Elf twins that alternate their attacks.

GENIN



CARD SPECS

Type: Spellcaster
Attribute: Light
Level: 3
ATK: 600
DEF: 900
Password: 49370026

CARD DESCRIPTION A creature that defeats its enemies using sleight-of-hand.

GERM INFECTION



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 24668830

CARD DESCRIPTION The ATK of a non-Machine-type monster equipped with this card is decreased by 300 points at each of its Standby Phases.

GHOUL WITH AN APPETITE



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 4
ATK: 1,600
DEF: 1,200
Password: 95265975

CARD DESCRIPTION A monster with a very big appetite that has never been satisfied.

GIANT FLEA

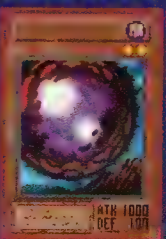


CARD SPECS

Type: Insect
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 1,200
Password: 41762634

CARD DESCRIPTION A massive flea that feeds on the blood of its enemies.

GIANT GERM



CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 2
ATK: 1,000
DEF: 100
Password: 95178994

CARD DESCRIPTION When this card is sent to the Graveyard as a result of battle, inflict 500 points of Direct Damage to your opponent's Life Points. You can also take cards of the same name from your Deck and Special Summon them to the Field in face-up Attack Position. The Deck is then shuffled.

GIANT MECH-SOLDIER



CARD SPECS

Type: Machine
Attribute: Earth
Level: 6
ATK: 1,750
DEF: 1,900
Password: 72299832

CARD DESCRIPTION This monster swings an earth-shaking axe that cannot be blocked by a common sword.

GIANT RAT



CARD SPECS

Type: Beast/Effect
Attribute: Earth
Level: 4
ATK: 1,400
DEF: 1,450
Password: 97017120

CARD DESCRIPTION When this card is sent to the Graveyard as a result of battle, you may select 1 EARTH monster with an ATK of 1500 or less from your Deck and Special Summon it to the Field (no Tribute is required for monsters of Level 5 or more). The Deck is then shuffled.

GIANT RED SEASNAKE



CARD SPECS

Type: Aqua
Attribute: Water
Level: 4
ATK: 1,800
DEF: 800
Password: 58831685

CARD DESCRIPTION A sea-dwelling snake that attacks passing enemies with its sharp teeth.

GIANT SCORPION OF THE TUNDRA



CARD SPECS

Type: Insect
Attribute: Earth
Level: 3
ATK: 1,100
DEF: 1,000
Password: 41403766

CARD DESCRIPTION An extraordinary blue scorpion found in the tundra, not in the desert.

GIANT SOLDIER OF STONE



CARD SPECS

Type: Rock
Attribute: Earth
Level: 3
ATK: 1,300
DEF: 2,000
Password: 13039848

CARD DESCRIPTION A giant warrior made of stone. A punch from this creature has earth-shaking results.

GIANT TRUNADE



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 42703248

CARD DESCRIPTION Returns all Magic and Trap cards on the Field to the respective owner's hands.

GIANT TURTLE WHO FEEDS ON FLAMES

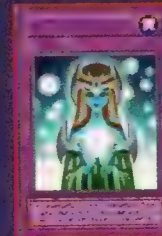


CARD SPECS

Type: Aqua
Attribute: Water
Level: 5
ATK: 1,400
DEF: 1,800
Password: 96981563

CARD DESCRIPTION A crimson-shelled tortoise that feeds on flames.

GIFT OF THE MYSTICAL ELF



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 98299011

CARD DESCRIPTION Increase your Life Points by 300 points for each monster on the Field, regardless of position.

GIGANTO



CARD SPECS

Type: Machine
Attribute: Dark
Level: 5
ATK: 1,700
DEF: 1,800
Password: 33621868

CARD DESCRIPTION A massive monster that swings a huge steel ball to destroy anything in its path.

GIGA-TECH WOLF



CARD SPECS

Type: Machine
Attribute: Fire
Level: 4
ATK: 1,200
DEF: 1,400
Password: 08471389

CARD DESCRIPTION An iron wolf with razor-sharp fangs that can penetrate any armor.

GILTIA THE D. KNIGHT



CARD SPECS

Type: Warrior/Fusion
Attribute: Light
Level: 5
ATK: 1,850
DEF: 1,500
Password: 51828629

CARD DESCRIPTION Guardian of the Labyrinth + Protector of the Throne



Goblin Fan



CARD SPECS

Type: Trap/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 04149689

CARD DESCRIPTION As long as this card remains face-up on the Field, all Flip

Summoned monsters of Level 2 or lower are immediately destroyed without their effects being activated.

Goblin's Secret Remedy



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 11868825

CARD DESCRIPTION Increases a selected player's Life Points by 600 points.

Goddess of Whim



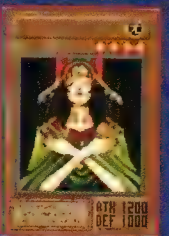
CARD SPECS

Type: Fairy/Effect
Attribute: Light
Level: 3
ATK: 950
DEF: 700
Password: 67959180

CARD DESCRIPTION Toss a coin and call "Heads" or "Tails." Call it right and this card's

ATK will be doubled during this turn. Call it wrong and the ATK will be halved during this turn.

Goddess with the Third Eye

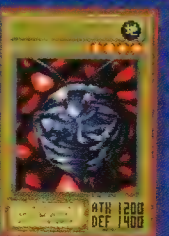


CARD SPECS

Type: Fairy/Effect
Attribute: Light
Level: 4
ATK: 1,200
DEF: 1,000
Password: 53493204

CARD DESCRIPTION You can substitute this card for any 1 Fusion-Material Monster. You cannot substitute for any other Fusion-Material Monsters in the current Fusion.

Gokibore

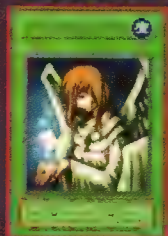


CARD SPECS

Type: Insect
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,400
Password: 15367030

CARD DESCRIPTION A large, spherical roach that attacks its enemies by rolling over them.

Graceful Charity



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 79571449

CARD DESCRIPTION

Draw 3 cards from your Deck, then discard any 2 cards from your hand.

Graceful Dice



CARD SPECS

Type: Magic/Quick
Attribute: —
Level: —
ATK: —
DEF: —
Password: 74137509

CARD DESCRIPTION Roll a die. The result is multiplied by 100 points and added to the ATK and DEF of all monsters you control until the end of your turn.

Grappler



CARD SPECS

Type: Reptile
Attribute: Water
Level: 4
ATK: 1,300
DEF: 1,200
Password: 02906250

CARD DESCRIPTION A devious snake with a thick body that wraps around an enemy monster and squeezes the life out of it.

Gravedigger Ghoul



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 82542267

CARD DESCRIPTION Select 2 Monster Cards from your opponent's Graveyard. These

Monster Cards are removed from play for the remainder of the Duel.

Gravekeeper's Servant



CARD SPECS

Type: Magic/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 16762927

CARD DESCRIPTION Each time your opponent attacks with a monster, the opponent

must send 1 card from the top of his/her Deck to the Graveyard.

GRAVEROBBER



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 61705417

CARD DESCRIPTION You can take 1 Magic Card from your opponent's Graveyard and play it during this turn. If you choose to play it, you must pay 2000 of your own Life Points.

GRAVEYARD AND THE HAND OF INVITATION



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 3
ATK: 700
DEF: 900
Password: 27094595

CARD DESCRIPTION A graveyard that serves as a power source for zombies.

GREAT BILL



CARD SPECS

Type: Beast
Attribute: Earth
Level: 4
ATK: 1,250
DEF: 1,300
Password: 55691901

CARD DESCRIPTION This beast has a mouth that will swallow anything.

GREAT MAMMOTH OF GOLDFINE



CARD SPECS

Type: Zombie/Fusion
Attribute: Dark
Level: 6
ATK: 2,200
DEF: 1,800
Password: 54622031

CARD DESCRIPTION The Snake Hair + Dragon Zombie

GREAT WHITE

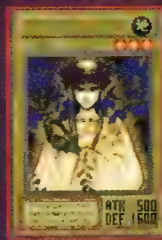


CARD SPECS

Type: Fish
Attribute: Water
Level: 4
ATK: 1,600
DEF: 800
Password: 13429800

CARD DESCRIPTION A giant white shark with razor-sharp teeth.

GREEN PHANTOM KING



CARD SPECS

Type: Plant
Attribute: Earth
Level: 3
ATK: 500
DEF: 1,600
Password: 22910685

CARD DESCRIPTION This youthful king of the forests lives in a green world, abundant with trees and wildlife.

GREENKAPPA



CARD SPECS

Type: Warrior/Effect
Attribute: Dark
Level: 3
ATK: 650
DEF: 900
Password: 61831093

CARD DESCRIPTION FLIP: Select 2 face-down Magic or Trap Cards on the Field and destroy them.

GRIFFORE



CARD SPECS

Type: Beast
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,500
Password: 53829412

CARD DESCRIPTION This monster's tough hide deflects almost any attack.

GRIGGLE



CARD SPECS

Type: Plant/Effect
Attribute: Earth
Level: 1
ATK: 350
DEF: 300
Password: 95744531

CARD DESCRIPTION When this card is face-up on the Field and control shifts to your opponent, you gain 3000 Life Points. This effect can only be used once as long as this card remains face-up on the Field.

GROUND ATTACKER BUGROTH



CARD SPECS

Type: Machine
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 1,000
Password: 58314394

CARD DESCRIPTION A surface battle robot that was once used for sea warfare.



GRUESOME GOO



CARD SPECS

Type: Aqua
Attribute: Water
Level: 3
ATK: 1,300
DEF: 700
Password: 65623423

CARD DESCRIPTION A slime boss that is definitely tougher than it looks.

GRYPHON WING



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 55608151

CARD DESCRIPTION When your opponent activates "Harpie's Feather Duster," all of your opponent's Magic and Trap Cards are destroyed in place of your own.

GUARDIAN OF THE LABYRINTH



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,000
DEF: 1,200
Password: 89272878

CARD DESCRIPTION A monster that guards the entrance to the Netherworld.

GUARDIAN OF THE SEA

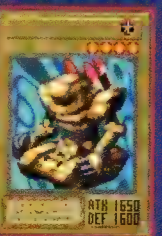


CARD SPECS

Type: Aqua
Attribute: Water
Level: 4
ATK: 1,300
DEF: 1,000
Password: 85448931

CARD DESCRIPTION A merman warrior that relentlessly attacks those who pollute the seas with their presence.

GUARDIAN OF THE THRONE ROOM



CARD SPECS

Type: Machine
Attribute: Light
Level: 4
ATK: 1,650
DEF: 1,600
Password: 47879985

CARD DESCRIPTION A robot guard build to protect throne rooms, it is armed with homing missiles.

GUST



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 73079365

CARD DESCRIPTION You can activate this card when 1 or more of your Magic Cards are destroyed and sent from the Field to the Graveyard. Destroy 1 Magic or Trap Card on the Field.

GUST FAN



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 55321970

CARD DESCRIPTION A WIND monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

GYAKUTENNO MEGAMI



CARD SPECS

Type: Fairy
Attribute: Light
Level: 6
ATK: 1,800
DEF: 2,000
Password: 31122090

CARD DESCRIPTION This fairy uses her mystical power to protect the weak and provide spiritual support.

HANE-HANE



CARD SPECS

Type: Beast/Effect
Attribute: Earth
Level: 2
ATK: 450
DEF: 500
Password: 07089711

CARD DESCRIPTION FLIP: Select 1 Monster Card on the Field (regardless of position) and return it to its owner's hand.

HANIWA



CARD SPECS

Type: Rock
Attribute: Earth
Level: 2
ATK: 500
DEF: 600
Password: 84285623

CARD DESCRIPTION An earthen figure that protects the tomb of an ancient ruler.

HAPPY LOVER



CARD SPECS

Type: Fairy
Attribute: Light
Level: 2
ATK: 800
DEF: 500
Password: 99030164

CARD DESCRIPTION A little fairy that fires beams of happiness from the heart-shaped jewel on its forehead.

HARD ARMOR



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 3
ATK: 300
DEF: 1,200
Password: 20060230

CARD DESCRIPTION A living suit of armor that attacks enemies with a bone-jarring tackle.

HARPIE LADY



CARD SPECS

Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,300
DEF: 1,400
Password: 76812113

CARD DESCRIPTION This human-shaped animal with wings is beautiful to watch but deadly in battle.

HARPIE LADY SISTERS



CARD SPECS

Type: Winged Beast/Effect
Attribute: Wind
Level: 6
ATK: 1,950
DEF: 2,100
Password: 12206212

CARD DESCRIPTION This monster can only be Special Summoned with the Magic Card

"Elegant Egotist."

HARPIE'S BROTHER



CARD SPECS

Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,800
DEF: 600
Password: 30532390

CARD DESCRIPTION With eyes like a hawk and a flying speed exceeding Mach 5, this monster is a master of the sky.

HARPIE'S FEATHER DUSTER



CARD SPECS

Type: Magic
Attribute: —
Level: 4
ATK: —
DEF: —
Password: 18144506

CARD DESCRIPTION Destroys all of your opponent's Magic and Trap Cards on the Field.

HARPIE'S PET DRAGON



CARD SPECS

Type: Dragon/Effect
Attribute: Wind
Level: 7
ATK: 2,000
DEF: 2,500
Password: 52040216

CARD DESCRIPTION Increases the ATK and DEF of this card by 300 points for each face-up "Harpie Lady" on the Field.

HEAVY STORM



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 19613556

CARD DESCRIPTION Destroys all Magic/Trap Cards on the Field.

HERCULES BEETLE

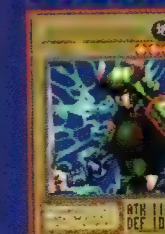


CARD SPECS

Type: Insect
Attribute: Earth
Level: 5
ATK: 1,500
DEF: 2,000
Password: 52584282

CARD DESCRIPTION A massive beetle with a tough carapace and a dangerous horn.

HERO OF THE EAST



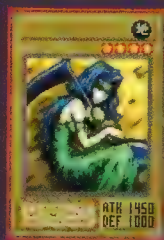
CARD SPECS

Type: Warrior
Attribute: Earth
Level: 3
ATK: 1,100
DEF: 1,000
Password: 89987208

CARD DESCRIPTION A sword-swinging samurai from the Far East.



HIBIKIME



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,450
DEF: 1,000
Password: 64501875

CARD DESCRIPTION Confuses enemy monsters with a noise that is harsh to the ears.

HIGH TIDE GYOJIN



CARD SPECS

Type: Aqua
Attribute: Water
Level: 4
ATK: 1,650
DEF: 1,300
Password: 54579801

CARD DESCRIPTION A very agile half-fish warrior known for its relentless attacks.

HINOTAMA



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 46130346

CARD DESCRIPTION Inflicts 500 points of Direct Damage to your opponent's Life Points.

HINOTAMA SOUL



CARD SPECS

Type: Pyro
Attribute: Fire
Level: 2
ATK: 600
DEF: 500
Password: 96851799

CARD DESCRIPTION An intensely hot flame creature that rams anything standing in its way.

HIRO'S SHADOW SCOUT



CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 2
ATK: 650
DEF: 500
Password: 81863068

CARD DESCRIPTION FLIP: Your opponent draws 3 cards. Both players check the cards and any Magic Cards among them must be immediately discarded to the Graveyard.

HITODENCHAK



CARD SPECS

Type: Aqua
Attribute: Water
Level: 2
ATK: 600
DEF: 700
Password: 46718686

CARD DESCRIPTION A rabid starfish that spits a lethal acid that can melt almost anything.

HITOTSU-ME GIANT



CARD SPECS

Type: Beast-Warrior
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,000
Password: 76184692

CARD DESCRIPTION A one-eyed behemoth with thick, powerful arms made for delivering punishing blows.

HOLOGRAH



CARD SPECS

Type: Machine
Attribute: Earth
Level: 3
ATK: 1,100
DEF: 700
Password: 10859908

CARD DESCRIPTION This machine generates illusions that leave an enemy wide open to attacks.

HORN IMP



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,300
DEF: 1,000
Password: 69669405

CARD DESCRIPTION A small fiend that dwells in the dark, its single horn makes it a formidable opponent.

HORN OF HEAVEN



CARD SPECS

Type: Trap/Counter
Attribute: —
Level: —
ATK: —
DEF: —
Password: 98069388

CARD DESCRIPTION Offer 1 of your own monsters on the Field as a Tribute to negate the summon of a monster and send it to the Graveyard.

HORN OF LIGHT



CARD SPECS

Type: Magic/Equip

Attribute: —

Level: —

ATK: —

DEF: —

Password: 38552107

CARD DESCRIPTION A monster equipped with this card increases its DEF by 800 points. When this card is sent from the Field to the Graveyard, you can pay 500 Life Points to place it on top of your Deck.

HORN OF THE UNICORN



CARD SPECS

Type: Magic/Equip

Attribute: —

Level: —

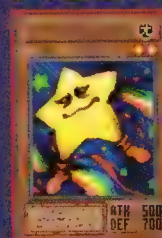
ATK: —

DEF: —

Password: 64047146

CARD DESCRIPTION A monster equipped with this card increases its ATK and DEF by 700 points. When this card is sent from the Field to the Graveyard, it returns to the top of your Deck.

HOSHININGEN



CARD SPECS

Type: Fairy/Effect

Attribute: Light

Level: 2

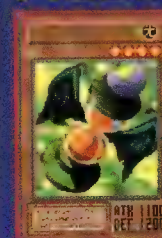
ATK: 500

DEF: 700

Password: 67629977

CARD DESCRIPTION As long as this card remains face-up on the Field, increase the ATK of all LIGHT monsters by 500 points and decrease the ATK of all DARK monsters by 400 points.

HOURLASS OF COURAGE



CARD SPECS

Type: Fairy/Effect

Attribute: Light

Level: 4

ATK: 1,100

DEF: 1,200

Password: 43530283

CARD DESCRIPTION For 3 turns (including your opponent's) following the Summon of this card (including Flip Summon), the ATK and DEF of this monster is halved. After that, both ATK and DEF are doubled for the remainder of the Duel.

HOURLASS OF LIFE



CARD SPECS

Type: Fairy

Attribute: Light

Level: 2

ATK: 700

DEF: 600

Password: 08783685

CARD DESCRIPTION This creature grants power instead of shortening life.

HOUSE OF ADHESIVE TAPE



CARD SPECS

Type: Trap

Attribute: —

Level: —

ATK: —

DEF: —

Password: 15083728

CARD DESCRIPTION If the DEF of a monster summoned by your opponent (excluding Special Summon) is 500 points or less, the monster is destroyed.

HUNTER SPIDER



CARD SPECS

Type: Insect

Attribute: Earth

Level: 5

ATK: 1,600

DEF: 1,400

Password: 80141480

CARD DESCRIPTION This monster feeds on whatever it catches in its web.

Hyo



CARD SPECS

Type: Warrior

Attribute: Water

Level: 3

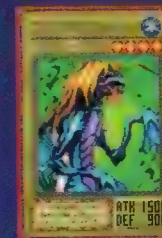
ATK: 800

DEF: 1,200

Password: 38982356

CARD DESCRIPTION None can survive the cold touch of this sub-zero warrior.

HYOSUBE



CARD SPECS

Type: Aqua

Attribute: Water

Level: 4

ATK: 1,500

DEF: 900

Password: 02118022

CARD DESCRIPTION This amphibian is strong on the attack, but leaves much to be desired when defending.

HYOZANRYU



CARD SPECS

Type: Dragon

Attribute: Light

Level: 7

ATK: 2,100

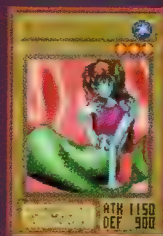
DEF: 2,800

Password: 62397231

CARD DESCRIPTION A dragon created from a massive diamond that sparkles with blinding light.



ICE WATER



CARD SPECS

Type: Aqua
Attribute: Water
Level: 3
ATK: 1,150
DEF: 900
Password: 20848593

CARD DESCRIPTION A very aggressive mermaid that attacks enemies with the spikes growing from its body.

ILL WITCH



CARD SPECS

Type: Spellcaster
Attribute: Light
Level: 5
ATK: 1,600
DEF: 1,500
Password: 81686058

CARD DESCRIPTION This monster blasts enemies with unexpected bursts of wind.

ILLUSIONIST FACELESS MAGE



CARD SPECS

Type: Spellcaster
Attribute: Dark
Level: 5
ATK: 1,200
DEF: 2,200
Password: 28546905

CARD DESCRIPTION Manipulates enemy attacks with the power of illusion.

IMPERIAL ORDER



CARD SPECS

Type: Trap/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 61740673

CARD DESCRIPTION As long as this card remains face-up on the Field, the effects of all Magic Cards are deactivated. To keep this card in effect, you must pay 700 Life Points at your Standby Phase. If you cannot pay, this card is destroyed.

INSECT ARMOR WITH LASER CANNON



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 03492538

CARD DESCRIPTION Increase the ATK of all Insect-type monsters by 700 points.

INSECT QUEEN



CARD SPECS

Type: Insect/Effect
Attribute: Earth
Level: 7
ATK: 2,200
DEF: 2,400
Password: 91512835

CARD DESCRIPTION This card cannot attack unless you offer 1 of your monsters on the Field as a Tribute. The ATK of this card increases by 200 points for each Insect-type monster on the Field. When this card destroys an enemy monster, you can place an Insect Monster Token (face-up Attack Position/Insect-type/EARTH/1 Star/ATK 100/DEF 100) on the Field at the end of your turn.

INSECT SOLDIERS OF THE SKY



CARD SPECS

Type: Insect/Effect
Attribute: Wind
Level: 3
ATK: 1,000
DEF: 800
Password: 07019529

CARD DESCRIPTION The ATK of this card increases by 1000 points whenever it attacks a WIND monster.

INSPECTION



CARD SPECS

Type: Magic/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 16227556

CARD DESCRIPTION At your opponent's Standby Phase, you can randomly select 1 card in your opponent's hand and look at it at the cost of 500 Life Points.

INVADER FROM ANOTHER DIMENSION



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 4
ATK: 950
DEF: 1,400
Password: 28450915

CARD DESCRIPTION An extraterrestrial monster that came from a distant galaxy.

INVADER OF THE THRONE



CARD SPECS

Type: Warrior/Effect
Attribute: Earth
Level: 4
ATK: 1,350
DEF: 1,700
Password: 03056267

CARD DESCRIPTION FLIP: Select 1 opponent's monster and switch control of it with this card. This effect cannot be activated during the Battle Phase.

INVIGORATION



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 98374133

CARD DESCRIPTION An EARTH monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

JELLYFISH



CARD SPECS

Type: Aqua
Attribute: Water
Level: 4
ATK: 1,200
DEF: 1,500
Password: 14851496

CARD DESCRIPTION An almost invisible, semi-transparent jellyfish that drifts in the sea.

JIGEN BAKUDAN

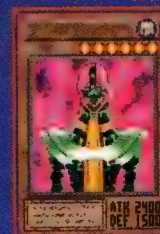


CARD SPECS

Type: Pyro/Effect
Attribute: Fire
Level: 2
ATK: 200
DEF: 1,000
Password: 90020065

CARD DESCRIPTION FLIP: After this card is flipped, offer it as a Tribute during your Standby Phase to destroy all monsters on your side of the Field and inflict Direct Damage equal to half of the total ATK of the destroyed cards (excluding this monster) to your opponent's Life Points.

JINZO



CARD SPECS

Type: Machine/Effect
Attribute: Dark
Level: 6
ATK: 2,400
DEF: 1,500
Password: 77585513

CARD DESCRIPTION As long as this card remains face-up on the Field, all the effects of Trap Cards are deactivated.

JINZO #7



CARD SPECS

Type: Machine/Effect
Attribute: Dark
Level: 2
ATK: 500
DEF: 400
Password: 32809211

CARD DESCRIPTION This monster attacks your opponent's Life Points directly.

JIRAI GUMO



CARD SPECS

Type: Insect/Effect
Attribute: Earth
Level: 4
ATK: 2,200
DEF: 100
Password: 94773007

CARD DESCRIPTION When you attack with this card, toss a coin and call it. If you call it right, attack normally. If you call it wrong, reduce your Life Points by half before attacking.

JUDGE MAN

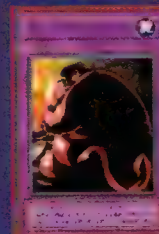


CARD SPECS

Type: Warrior
Attribute: Earth
Level: 6
ATK: 2,200
DEF: 1,500
Password: 30113682

CARD DESCRIPTION This club-wielding warrior battles to the end and will never surrender.

JUST DESSERTS

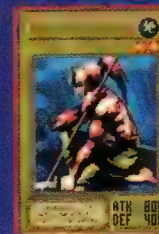


CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 24068492

CARD DESCRIPTION Inflict 500 points of Direct Damage to your opponent's Life Points for each monster your opponent has on the Field.

KAGEMUSHA OF THE BLUE FLAME



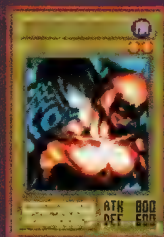
CARD SPECS

Type: Warrior
Attribute: Earth
Level: 2
ATK: 800
DEF: 400
Password: 15401633

CARD DESCRIPTION Serving as a double for the Ruler of the Blue Flame, he's a master swordsman that wields a fine blade.



RAGENINGEN

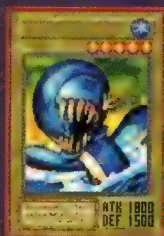


CARD SPECS

Type: Warrior
Attribute: Dark
Level: 2
ATK: 800
DEF: 600
Password: 80600490

CARD DESCRIPTION Uses both its physical and shadow forms to attack, making it a difficult monster to overcome.

KAIRYU-SHIN



CARD SPECS

Type: Insect
Attribute: Water
Level: 5
ATK: 1,800
DEF: 1,500
Password: 76634149

CARD DESCRIPTION A sea dragon known as the King of the Ocean, it attacks its enemies with huge tidal waves.

KAISER DRAGON



CARD SPECS

Type: Dragon/Fusion
Attribute: Light
Level: 7
ATK: 2,300
DEF: 2,000
Password: 94566432

CARD DESCRIPTION Winged Dragon, Guardian of the Fortress #1 + Fairy Dragon.

KAMAKIRIMAN



CARD SPECS

Type: Insect
Attribute: Earth
Level: 4
ATK: 1,150
DEF: 1,400
Password: 68928540

CARD DESCRIPTION A man-shaped mantis with two razor-sharp scythes.

KAMINARI ATTACK



CARD SPECS

Type: Thunder/Fusion
Attribute: Wind
Level: 5
ATK: 1,900
DEF: 1,400
Password: 09653271

CARD DESCRIPTION Ocubeam + Mega Thunderball

KAMINARIKOZOU



CARD SPECS

Type: Thunder
Attribute: Wind
Level: 2
ATK: 700
DEF: 600
Password: 15510988

CARD DESCRIPTION

This monster stores electricity within its body, unleashing it with lethal effect.

KAMIONWIZARD



CARD SPECS

Type: Spellcaster/Fusion
Attribute: Dark
Level: 4
ATK: 1,300
DEF: 1,100
Password: 41544074

CARD DESCRIPTION

Mystical Elf + Curtain of the Dark Ones

KANIKABUTO



CARD SPECS

Type: Aqua
Attribute: Water
Level: 3
ATK: 650
DEF: 900
Password: 84103702

CARD DESCRIPTION

A monster crab with huge claws for clipping enemies to little pieces.

KARATE MAN



CARD SPECS

Type: Warrior/Effect
Attribute: Earth
Level: 3
ATK: 1,000
DEF: 1,000
Password: 23289281

CARD DESCRIPTION

Once per turn, the original ATK of this card can be doubled. When this effect is applied, the card is immediately destroyed at the end of the turn.

KARBONALA WARRIOR



CARD SPECS

Type: Warrior/Fusion
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 1,200
Password: 54541900

CARD DESCRIPTION

M-Warrior #1 + M-Warrior #2

KATTAPILLAR

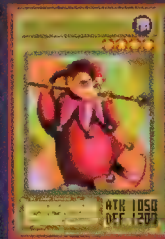


CARD SPECS

Type: Insect
Attribute: Earth
Level: 1
ATK: 250
DEF: 300
Password: 81179446

CARD DESCRIPTION Attacks enemies by spitting thin, sticky webs.

KEY MACE #2



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,050
DEF: 1,200
Password: 20541432

CARD DESCRIPTION The power of this monster lies in its ability to suppress the good and bring out the bad in any monster.

KILLER NEEDLE

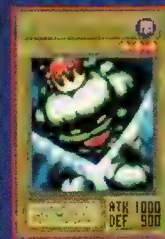


CARD SPECS

Type: Insect
Attribute: Wind
Level: 4
ATK: 1,200
DEF: 1,000
Password: 88979991

CARD DESCRIPTION A huge bee with exceptional strength that's particularly dangerous in a swarm.

KING FOG



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 3
ATK: 1,000
DEF: 900
Password: 84686841

CARD DESCRIPTION A fiend that dwells in a blinding curtain of smoke.

KING OF YAMIMAKAI



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 5
ATK: 2,000
DEF: 1,530
Password: 69455834

CARD DESCRIPTION Wields the power of darkness to destroy its enemies.

RISEITAI

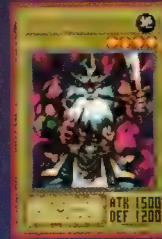


CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 2
ATK: 300
DEF: 800
Password: 04266839

CARD DESCRIPTION When your opponent's monster attacks this card in face-down Defense Position, the attacking monster is equipped with this card (damage calculations are canceled). At each of your opponent's Standby Phases, increase your Life Points by half of the ATK of the monster equipped with this card.

KOJIKOEY



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 1,200
Password: 01184620

CARD DESCRIPTION A man-hunter with powerful arms that can crush boulders.

KOTODAMA



CARD SPECS

Type: Fairy/Effect
Attribute: Earth
Level: 3
ATK: 0
DEF: 1,600
Password: 19406822

CARD DESCRIPTION As long as this card remains face-up on the Field, monsters of the same name cannot exist on the Field at the same time (face-down cards not included). If a card of the same name is summoned in a later turn, that card is destroyed. If 2 cards of the same name are played at the same time, both cards are destroyed.

KOUMORI DRAGON



CARD SPECS

Type: Dragon
Attribute: Dark
Level: 4
ATK: 1,500
DEF: 1,200
Password: 67724379

CARD DESCRIPTION A vicious, fire-breathing dragon whose wicked flame corrupts the souls of its victims.



KROKODILUS



CARD SPECS

Type: Reptile
Attribute: Water
Level: 4
ATK: 1,100
DEF: 1,200

Password: 76512652

CARD DESCRIPTION

A vicious crocodile with great intelligence.

KUMOOTOKO



CARD SPECS

Type: Insect
Attribute: Earth
Level: 3
ATK: 700
DEF: 1,400

Password: 56283725

CARD DESCRIPTION A massive, intelligent spider that traps enemies with webbing.

KUNAI WITH CHAIN



CARD SPECS

Type: Trap/Equip
Attribute: —
Level: —
ATK: —
DEF: —

Password: 37390589

CARD DESCRIPTION You can shift an opponent's monster in Attack Position to Defense

Position. In addition, you can increase the ATK of 1 of your own monsters by 500 points.

KURAMA



CARD SPECS

Type: Winged Beast
Attribute: Wind
Level: 3
ATK: 800
DEF: 800

Password: 85705804

CARD DESCRIPTION A vicious bird that attacks from the skies with its whip-like tail.

KURIBOH



CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 1
ATK: 300
DEF: 200

Password: 40640057

CARD DESCRIPTION Discard this card from your hand to the Graveyard to negate the damage inflicted by an opponent's monster. This effect can only be used once, and must be activated during your opponent's Battle Phase.

KUWAGATA A



CARD SPECS

Type: Insect
Attribute: Earth
Level: 4
ATK: 1,250
DEF: 1,000

Password: 60802233

CARD DESCRIPTION A very vicious stag beetle that goes for the head.

KUWAGAR HERCULES



CARD SPECS

Type: Insect/Fusion
Attribute: Earth
Level: 6
ATK: 1,900
DEF: 1,700

Password: 95144193

CARD DESCRIPTION

Kuwigata A + Hercules Beetle

LA JINN THE MYSTICAL GENIE OF THE LAMP



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,800
DEF: 1,000

Password: 97590747

CARD DESCRIPTION A genie of the lamp that's at the beck and call of its master.

LABYRINTH TANK



CARD SPECS

Type: Machine/Fusion
Attribute: Dark
Level: 7
ATK: 2,400
DEF: 2,400

Password: 99551425

CARD DESCRIPTION

Giga-tech Wolf + Cannon Soldier

LADY OF FAITH



CARD SPECS

Type: Spellcaster
Attribute: Light
Level: 3
ATK: 1,100
DEF: 800

Password: 17358176

CARD DESCRIPTION Soothes the souls of others by chanting a mysterious spell.

LALA LI-00N



CARD SPECS

Type: Thunder
Attribute: Wind
Level: 2
ATK: 600
DEF: 600
Password: 09430387

CARD DESCRIPTION An electric cloud creature, its acid rain makes it very dangerous.

LAUGHING FLOWER



CARD SPECS

Type: Plant
Attribute: Earth
Level: 2
ATK: 900
DEF: 500
Password: 42591472

CARD DESCRIPTION A flower whose laugh can confuse the minds of enemies.

LARVAS



CARD SPECS

Type: Beast
Attribute: Earth
Level: 3
ATK: 800
DEF: 1,000
Password: 94675535

CARD DESCRIPTION A fast-moving, bird-like creature that strangles opposing monsters with its long, thin arms.

LAUNCHER SPIDER



CARD SPECS

Type: Machine
Attribute: Fire
Level: 7
ATK: 2,200
DEF: 2,500
Password: 87322377

CARD DESCRIPTION A mechanical spider with rocket launchers capable of random fire.

LASER CANNON ARMOR



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 77007920

CARD DESCRIPTION An Insect-type monster equipped with this card increases its ATK and DEF by 300 points.

LAVA BATTLEGUARD



CARD SPECS

Type: Warrior/Effect
Attribute: Earth
Level: 5
ATK: 1,550
DEF: 1,800
Password: 20394040

CARD DESCRIPTION Increase the ATK of this card by 500 points for each face-up "Swamp Battleguard" on your side of the Field.

LAST DAY OF WITCH

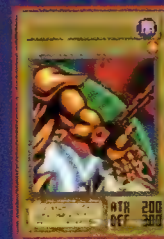


CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 90330453

CARD DESCRIPTION Destroys all face-up Spellcaster-type monsters on the Field.

LEFT ARM OF THE FORBIDDEN ONE



CARD SPECS

Type: Spellcaster
Attribute: Dark
Level: 1
ATK: 200
DEF: 300
Password: 07902349

CARD DESCRIPTION A forbidden left arm sealed by magic. Whosoever breaks this seal will know Infinite power.

LAST WILL



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 85602018

CARD DESCRIPTION If a monster of yours is sent from the Field to the Graveyard during the turn that you've played this card, you can select a monster with an ATK of 1500 points or less from your Deck and play it as a Special Summon. Shuffle the Deck after playing the card. This card is active for 1 turn only.



LEFT LEG OF THE FORBIDDEN ONE



CARD SPECS

Type: Spellcaster
Attribute: Dark
Level: 1
ATK: 200
DEF: 300
Password: 44519536

CARD DESCRIPTION A forbidden left leg sealed by magic. Whosoever breaks this seal will know infinite power.

LEGENDARY SWORD



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 61854111

CARD DESCRIPTION A Warrior-type monster equipped with this card increases its ATK and DEF by 300 points.

LEGHUL



CARD SPECS

Type: Insect/Effect
Attribute: Earth
Level: 1
ATK: 300
DEF: 350
Password: 12472242

CARD DESCRIPTION This monster attacks your opponent's Life Points directly.

LEOGUN



CARD SPECS

Type: Beast
Attribute: Earth
Level: 5
ATK: 1,750
DEF: 1,550
Password: 10538007

CARD DESCRIPTION Huge monster with a lion's mane similar to the King of Beasts.

LESSER DRAGON



CARD SPECS

Type: Dragon
Attribute: Wind
Level: 4
ATK: 1,200
DEF: 1,000
Password: 55444629

CARD DESCRIPTION A minor dragon incapable of breathing fire.

LIGHT OF INTERVENTION



CARD SPECS

Type: Trap/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 62867251

CARD DESCRIPTION

Monster Cards cannot be played face-down.

Monsters Set in Defense Position are played face-up on the Field. Flip Effects are not activated.

LIGHTFORCE SWORD



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 49587034

CARD DESCRIPTION Select 1 card at random from your opponent's hand. Keep it face-down and place it outside of the Field. The card is returned to its owner's hand on your opponent's 4th Standby Phase following this turn.

LIQUID BEAST



CARD SPECS

Type: Aqua
Attribute: Water
Level: 3
ATK: 950
DEF: 800
Password: 93108297

CARD DESCRIPTION A liquid life form that thrives on water.

LITTLE CHIMERA



CARD SPECS

Type: Beast/Effect
Attribute: Fire
Level: 2
ATK: 600
DEF: 550
Password: 68658728

CARD DESCRIPTION As long as this card remains face-up on the Field, increase the ATK of all FIRE monsters by 500 points and decrease the ATK of all WATER monsters by 400 points.

LITTLE D

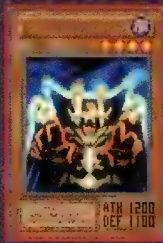


CARD SPECS

Type: Dinosaur
Attribute: Earth
Level: 3
ATK: 1,100
DEF: 700
Password: 42625254

CARD DESCRIPTION A tyrannosaurus offspring with a vicious disposition.

LORD OF D.

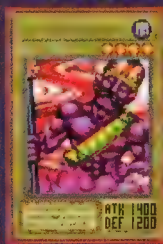


CARD SPECS

Type: Spellcaster/Effect
Attribute: Dark
Level: 4
ATK: 1,200
DEF: 1,100
Password: 17985575

CARD DESCRIPTION All Dragon-type monsters are not affected by Magic Cards, Trap Cards, or other effects while this card is face-up on the Field.

LORD OF THE LAMP



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,400
DEF: 1,200
Password: 99510761

CARD DESCRIPTION A giant that appears from a mystic lamp and follows the orders of the lamp's owner.

LORD OF ZEMIA

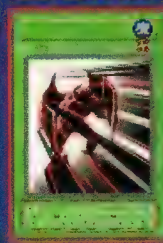


CARD SPECS

Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,300
DEF: 1,000
Password: 81618817

CARD DESCRIPTION A wicked entity that manipulates enemies towards a path of destruction.

LUMINOUS SPARK

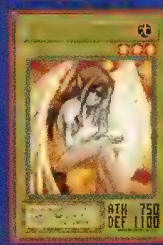


CARD SPECS

Type: Magic/Field
Attribute: —
Level: —
ATK: —
DEF: —
Password: 81777047

CARD DESCRIPTION Increases the ATK of all LIGHT monsters by 500 points and decreases their DEF by 400 points.

LUNAR QUEEN ELZAIM

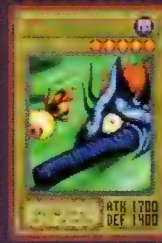


CARD SPECS

Type: Fairy
Attribute: Light
Level: 3
ATK: 750
DEF: 1,100
Password: 62210247

CARD DESCRIPTION A lovely creature guarded by the moon. Her lunar curtain can block just about any attack.

MABARREL



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 5
ATK: 1,700
DEF: 1,400
Password: 98795934

CARD DESCRIPTION This cannon-like creature fires eyeballs so fast they can't be seen.

MACHINE CONVERSION FACTORY



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 25769732

CARD DESCRIPTION A Machine-type monster equipped with this card increases its ATK and DEF by 300 points.

MACHINE KING

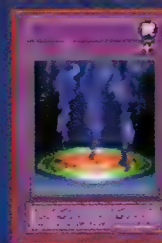


CARD SPECS

Type: Machine/Effect
Attribute: Earth
Level: 6
ATK: 2,200
DEF: 2,000
Password: 46700124

CARD DESCRIPTION Increase the ATK of this card by 100 points for each face-up Machine-type monster on the Field.

MAGIC JAMMER

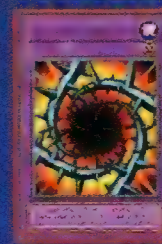


CARD SPECS

Type: Trap/Counter
Attribute: —
Level: —
ATK: —
DEF: —
Password: 77414722

CARD DESCRIPTION Discard 1 card from your hand to the Graveyard to negate the activation of a Magic Card. The Magic Card is sent to the Graveyard.

MAGIC THORN



CARD SPECS

Type: Trap/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 53119267

CARD DESCRIPTION You can inflict 500 points of damage per card to your opponent's Life Points when your opponent's cards are discarded to the Graveyard by the effects of Magic, Trap or Effect Monster Cards.



MAGICAL GHOST



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 4
ATK: 1,300
DEF: 1,400
Password: 46474915

CARD DESCRIPTION This creature casts a spell of terror and confusion just before attacking its enemies.

MAGICAL HATS



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 81210420

CARD DESCRIPTION Take 2 non-Monster Cards from your Deck and select 1 of your Monster Card on the Field, then shuffle your Deck. Shuffle the 3 selected cards and place them on the Field in face-down Defense Position. These 3 cards are treated as monsters (ATK 0/DEF 0) and are destroyed at the end of your Battle Phase. This card can only be activated during your opponent's Battle Phase.

MAGICAL LABYRINTH



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 64389297

CARD DESCRIPTION Equip "Labyrinth Wall" with this card. If you offer "Labyrinth Wall" equipped with this card as a Tribute, you can Special Summon "Wall Shadow" from your Deck.

MAGIC-ARM SHIELD



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 96008713

CARD DESCRIPTION You can activate this card when your opponent announces an attack. Select 1 of your opponent's face-up Defense Position Monster Cards on the Field and designate it as the target of the attack.

MAGICIAN OF FAITH



CARD SPECS

Type: Spellcaster/Effect
Attribute: Light
Level: 1
ATK: 300
DEF: 400
Password: 31560081

CARD DESCRIPTION

FLIP: Select a Magic Card from your Graveyard and return it to your hand.

MAHA VAILO



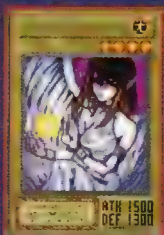
CARD SPECS

Type: Spellcaster/Effect
Attribute: Light
Level: 4
ATK: 1,550
DEF: 1,400
Password: 93013676

CARD DESCRIPTION

In addition to the effects of Equip Cards, the ATK of this monster is increased by 500 points for each card equipped to this monster.

MAIDEN OF THE MOONLIGHT



CARD SPECS

Type: Spellcaster
Attribute: Light
Level: 4
ATK: 1,500
DEF: 1,300
Password: 79629370

CARD DESCRIPTION

A sorcerer blessed by lunar light with powers far beyond mortal comprehension.

MAJOR RIOT



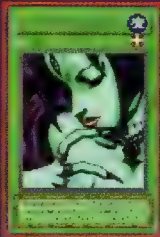
CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 09074847

CARD DESCRIPTION

You can activate this card when 1 of your monsters are returned from the Field to your hand. Return all Monster Cards on the Field to your respective hands. Both you and your opponent can then place the same number of Monster Cards on the Field in face-down Defense Position.

MALEVOLENT NUZZLER



CARD SPECS

Type: Magic/Equip

Attribute: —

Level: —

ATK: —

DEF: —

Password: 99597615

CARD DESCRIPTION A monster equipped with this card increases its ATK by 700

points. When this card is sent from the Field to the Graveyard, you can pay 500 Life Points to place it on top of your Deck.

MAMMOTH GRAVEYARD



CARD SPECS

Type: Dinosaur

Attribute: Earth

Level: 3

ATK: 1,200

DEF: 800

Password: 40374923

CARD DESCRIPTION A mammoth that protects the graves of its pack and is absolutely merciless when facing grave-robbers.

MAN EATER



CARD SPECS

Type: Plant

Attribute: Earth

Level: 2

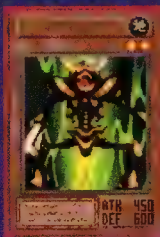
ATK: 800

DEF: 600

Password: 93553943

CARD DESCRIPTION Man-eating plant with poison feelers for attacking enemies.

MAN-EATER BUG



CARD SPECS

Type: Insect/Effect

Attribute: Earth

Level: 2

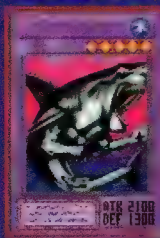
ATK: 450

DEF: 600

Password: 54652250

CARD DESCRIPTION FLIP: Destroys 1 monster on the Field (regardless of position).

MAN-EATING BLACK SHARK



CARD SPECS

Type: Fish/Fusion

Attribute: Water

Level: 5

ATK: 2,100

DEF: 1,300

Password: 80727036

CARD DESCRIPTION Sea Kamen + Gruesome Goo + Amazon of the Seas

MAN-EATING PLANT



CARD SPECS

Type: Plant

Attribute: Earth

Level: 2

ATK: 800

DEF: 600

Password: 49127943

CARD DESCRIPTION A meat-eating plant that is attractive to the eye but dangerous when approached.

MAN-EATING TREASURE CHEST



CARD SPECS

Type: Fiend

Attribute: Dark

Level: 4

ATK: 1,600

DEF: 1,000

Password: 13723605

CARD DESCRIPTION A monster disguised as a treasure chest that is known to attack the unwary adventurer.

MANGA RYU-RAN



CARD SPECS

Type: Dragon/Effect

Attribute: Fire

Level: 7

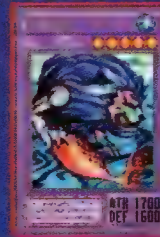
ATK: 2,200

DEF: 2,600

Password: 38369349

CARD DESCRIPTION This card cannot be summoned unless "Toon World" is on the Field. This card cannot attack in the same turn that it is summoned. Pay 500 Life Points each time this monster attacks. When "Toon World" is destroyed, this card is also destroyed. If your opponent doesn't control a Toon monster on the Field, this card may inflict Direct Damage to your opponent's Life Points. If a Toon monster is on your opponent's side of the Field, your attacks must target the Toon monster.

MARINE BEAST



CARD SPECS

Type: Fish/Fusion

Attribute: Water

Level: 5

ATK: 1,700

DEF: 1,600

Password: 29929832

CARD DESCRIPTION Water Magician + Behegon



MASAKI THE LEGENDARY SWORDSMAN



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,100
DEF: 1,100
Password: 44287299

CARD DESCRIPTION

Legendary swordmaster Masaki is a veteran of over 100 battles.

MASK OF DARKNESS



CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 2
ATK: 900
DEF: 400
Password: 28933734

CARD DESCRIPTION FLIP: Select a Trap Card from your Graveyard and return it to your hand.

MASKED SORCERER



CARD SPECS

Type: Spellcaster/Effect
Attribute: Dark
Level: 4
ATK: 900
DEF: 1,400
Password: 10189126

CARD DESCRIPTION Draw 1 card from your Deck when you inflict Direct Damage to your opponent's Life Points with this card.

MASTER & EXPERT



CARD SPECS

Type: Beast
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,000
Password: 75499502

CARD DESCRIPTION A deadly duo consisting of a beast master and its loyal servant.

MAVELUS



CARD SPECS

Type: Winged Beast/Fusion
Attribute: Wind
Level: 4
ATK: 1,300
DEF: 900
Password: 59036972

CARD DESCRIPTION

Tyhone + Wings of Wicked Flame

MECHANICAL SNAIL



CARD SPECS

Type: Machine
Attribute: Dark
Level: 3
ATK: 800
DEF: 1,000
Password: 34442949

CARD DESCRIPTION A cyborg snail that still travels at a slow pace.

MECHANICAL SPIDER



CARD SPECS

Type: Machine/Effect
Attribute: Earth
Level: 2
ATK: 400
DEF: 500
Password: 45688586

CARD DESCRIPTION Any DARK monster attacked by this card is automatically destroyed. Damage calculations apply.

MECHANICAL CHASER



CARD SPECS

Type: Machine
Attribute: Dark
Level: 4
ATK: 1,850
DEF: 800
Password: 07359741

CARD DESCRIPTION A hunter that relentlessly pursues its target by order of the Machine King.

MEDA BAT



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 2
ATK: 800
DEF: 400
Password: 76211194

CARD DESCRIPTION An eyeball fiend created by a servant of the wicked, it uses "Dark Blasts" to blow away its enemies.

MEGA THUNDERBALL



CARD SPECS

Type: Thunder
Attribute: Wind
Level: 2
ATK: 750
DEF: 600
Password: 21817254

CARD DESCRIPTION Rolls along the ground releasing bolts of electricity to attack its enemies.

MEGAMORPH



CARD SPECS

Type: Magic/Equip

Attribute: —

Level: —

ATK: —

DEF: —

Password: 22046459

CARD DESCRIPTION If your Life Points are lower than your opponent's, the original ATK of a monster equipped with this card is doubled. If your Life Points are higher, the original ATK is halved.

MEGAZOWLER



CARD SPECS

Type: Dinosaur

Attribute: Earth

Level: 6

ATK: 1,800

DEF: 2,000

Password: 75390004

CARD DESCRIPTION Nothing stands in the way of this spike-covered dinosaur.

MEOTOKO



CARD SPECS

Type: Beast

Attribute: Earth

Level: 2

ATK: 700

DEF: 600

Password: 53832650

CARD DESCRIPTION A huge monster with a single eye that fires a deadly beam.

MESMERIC CONTROL



CARD SPECS

Type: Magic

Attribute: —

Level: —

ATK: —

DEF: —

Password: 48642904

CARD DESCRIPTION When this card is played, your opponent cannot change the position of monsters during his/her next turn.

MESSENGER OF PEACE



CARD SPECS

Type: Magic/Continuous

Attribute: —

Level: —

ATK: —

DEF: —

Password: 44656491

CARD DESCRIPTION You must pay 100 Life Points at each of your Standby Phases. If you cannot pay, this card is destroyed. All monsters with an ATK of 1500 points or more cannot attack.

METAL DETECTOR



CARD SPECS

Type: Trap

Attribute: —

Level: —

ATK: —

DEF: —

Password: 75646520

CARD DESCRIPTION You can activate this card when a Continuous Magic Card is played to deactivate all Continuous Magic Cards for the current turn.

METAL DRAGON



CARD SPECS

Type: Machine/Fusion

Attribute: Wind

Level: 6

ATK: 1,850

DEF: 1,700

Password: 09293977

CARD DESCRIPTION Steel Ogre Grotto #1 + Lesser Dragon

METAL FISH



CARD SPECS

Type: Machine

Attribute: Water

Level: 5

ATK: 1,600

DEF: 1,900

Password: 55998462

CARD DESCRIPTION A metal fish with a razor-sharp caudal fin.

METAL GUARDIAN



CARD SPECS

Type: Fiend

Attribute: Dark

Level: 5

ATK: 1,150

DEF: 2,150

Password: 68339286

CARD DESCRIPTION A fiend guarding the treasures of the netherworld, it's most at home in the dark.

METALMORPH



CARD SPECS

Type: Trap/Equip

Attribute: —

Level: —

ATK: —

DEF: —

Password: 68540058

CARD DESCRIPTION After activation, this card is used to equip a face-up monster. The monster equipped with this card increases its ATK and DEF by 300 points. When attacking with a monster equipped with this card, you can further increase its ATK by an amount equal to half the ATK of your target.



METALZOA



CARD SPECS

Type: Machine/Effect
Attribute: Dark
Level: 8
ATK: 3,000
DEF: 2,300
Password: 50705071

CARD DESCRIPTION This monster is Special Summoned from the Deck to the Field by offering "Zoa" equipped with "Metalmorph" as a Tribute.

MILLENNIUM GOLEM



CARD SPECS

Type: Rock
Attribute: Earth
Level: 6
ATK: 2,000
DEF: 2,200
Password: 47986555

CARD DESCRIPTION For nearly a millennium, this golem has served as guardian of an ancient treasure trove.

MILLENNIUM SHIELD



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 5
ATK: 0
DEF: 3,000
Password: 32012841

CARD DESCRIPTION A Millennium item, it's rumored to block any strong attack.

MILUS RADIANT



CARD SPECS

Type: Beast/Effect
Attribute: Earth
Level: 1
ATK: 300
DEF: 250
Password: 07489323

CARD DESCRIPTION As long as this card remains face-up on the Field, increase the ATK of all EARTH monsters by 500 points and decrease the ATK of all WIND monsters by 400 points.

MINAR



CARD SPECS

Type: Insect/Effect
Attribute: Earth
Level: 3
ATK: 850
DEF: 750
Password: 32539892

CARD DESCRIPTION When this card is sent directly from your hand to the Graveyard by your opponent's card effect, inflict 1000 points of Direct Damage to your opponent's Life Points.

MINOMUSHI WARRIOR



CARD SPECS

Type: Rock
Attribute: Earth
Level: 4
ATK: 1,300
DEF: 1,200
Password: 46864967

CARD DESCRIPTION A rock warrior that wields a heavy blade carved from stone.

MIRROR FORCE



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 44095762

CARD DESCRIPTION When an opponent's monster attacks, negate the attack and destroy all opponent's monsters in Attack Position.

MIRROR WALL



CARD SPECS

Type: Trap/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 22359980

CARD DESCRIPTION You must pay 2000 of your own Life Points during each Standby Phase. If you cannot, this card is destroyed. Decrease the ATK of all your opponent's attacking monsters by half.

MISAIRUZAME



CARD SPECS

Type: Fish
Attribute: Water
Level: 5
ATK: 1,400
DEF: 1,600
Password: 33178416

CARD DESCRIPTION A missile-launching fish protected by deadly spikes.

MOLTEN DESTRUCTION



CARD SPECS

Type: Magic/Field
Attribute: —
Level: —
ATK: —
DEF: —
Password: 19384334

CARD DESCRIPTION Increases the ATK of all FIRE monsters by 500 points and decreases their DEF by 400 points.

MONSTER EGG



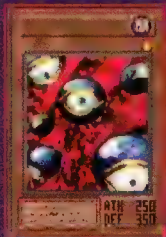
CARD SPECS

Type: Warrior
Attribute: Earth
Level: 3
ATK: 600
DEF: 900
Password: 36121917

CARD DESCRIPTION

A warrior hidden within an egg that attacks enemies by flinging eggshells.

MONSTER EYE



CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 1
ATK: 250
DEF: 350
Password: 84133008

CARD DESCRIPTION At the cost of 1000 Life Points, you can return "Polymerization" from the Graveyard to your hand.

MONSTER REBORN



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 83764718

CARD DESCRIPTION Select 1 Monster

Card from either your opponent's or your own Graveyard and place it on the Field under your control in Attack or Defense Position (face-up). This is considered a Special Summon.

MONSTER TAMER



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 5
ATK: 1,800
DEF: 1,600
Password: 97612389

CARD DESCRIPTION

A master of monsters that exercises control over several creatures.

MONSTROUS BIRD



CARD SPECS

Type: Winged Beast
Attribute: Wind
Level: 6
ATK: 2,000
DEF: 1,900
Password: 35712107

CARD DESCRIPTION Few have set eyes on this dive-bombing bird and lived to tell the tale.

MOON ENVOY



CARD SPECS

Type: Warrior
Attribute: Light
Level: 4
ATK: 1,100
DEF: 1,000
Password: 45909477

CARD DESCRIPTION

Many have fallen victim to this lunar warrior's crescent pike.

MOOYAN CURRY



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 58074572

CARD DESCRIPTION

Increase your Life Points by 200 points.

MORINPHEN



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 5
ATK: 1,550
DEF: 1,300
Password: 55784832

CARD DESCRIPTION

A strange fiend with long arms and razor-sharp talons.

MORPHING JAR



CARD SPECS

Type: Rock/Effect
Attribute: Earth
Level: 2
ATK: 700
DEF: 600
Password: 33508719

CARD DESCRIPTION

FLIP: Both you and your opponent discard your hands and draw 5 new cards from your respective Decks.

MORPHING JAR #2



CARD SPECS

Type: Rock/Effect
Attribute: Earth
Level: 3
ATK: 800
DEF: 700
Password: 79106360

CARD DESCRIPTION

FLIP: Return all Monster Cards on the Field to their respective Decks and shuffle them. You and your opponent then draw cards until you both have the same number of Monster Cards that were returned to each Deck. Place the monsters on the Field in face-down Defense Position. Any other cards drawn are discarded to the Graveyard.



MOTHER GRIZZLY



CARD SPECS

Type: Beast-Warrior/Effect
Attribute: Water
Level: 4
ATK: 1,400
DEF: 1,000
Password: 57839750

CARD DESCRIPTION When this card is sent to the Graveyard as a result of battle, you may select 1 WATER monster with an ATK of 1500 or less from your Deck and Special Summon it to the Field (no Tribute is required for monsters of Level 5 or more). The Deck is then shuffled.

Mountain



CARD SPECS

Type: Magic/Field
Attribute: —
Level: —
ATK: —
DEF: —
Password: 50913601

CARD DESCRIPTION Increases the ATK and DEF of all Dragon, Winged Beast, and Thunder-type monsters by 200 points.

Mountain Warrior



CARD SPECS

Type: Beast-Warrior
Attribute: Earth
Level: 3
ATK: 600
DEF: 1,100
Password: 04931562

CARD DESCRIPTION A tough warrior that can move smoothly on even the roughest terrain.

MR. VOLCANO



CARD SPECS

Type: Pyro
Attribute: Fire
Level: 5
ATK: 2,100
DEF: 1,300
Password: 31477025

CARD DESCRIPTION This seemingly mild-mannered creature has an extremely volatile temper.

MUKA MUKA



CARD SPECS

Type: Rock/Effect
Attribute: Earth
Level: 2
ATK: 600
DEF: 300
Password: 46657337

CARD DESCRIPTION Increase the ATK and DEF of this card by 300 points for every card in your hand.

MUSHROOM MAN



CARD SPECS

Type: Plant
Attribute: Earth
Level: 2
ATK: 800
DEF: 600
Password: 14181608

CARD DESCRIPTION Found in humid regions, this creature attacks enemies with a lethal rain of poison spores.

MUSHROOM MAN #2



CARD SPECS

Type: Warrior/Effect
Level: 3
Attribute: Earth
ATK: 1,250
DEF: 800
Password: 93900406

CARD DESCRIPTION A player controlling this monster loses 300 Life Points during each his/her Standby Phase when this card is on the Field. Control of this card is shifted to your opponent by paying 500 Life Points at your own End Phase.

MUSICIAN KING

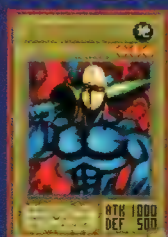


CARD SPECS

Type: Spellcaster/Fusion
Attribute: Light
Level: 5
ATK: 1,750
DEF: 1,500
Password: 56907389

CARD DESCRIPTION Witch of the Black Forest + Lady of Faith

M-WARRIOR #1

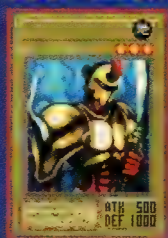


CARD SPECS

Type: Warrior
Attribute: Earth
Level: 3
ATK: 1,000
DEF: 500
Password: 56342351

CARD DESCRIPTION Specializing in combination attacks, this warrior uses magnetism to block an enemy's escape.

M-WARRIOR #2



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 3
ATK: 500
DEF: 1,000
Password: 92731455

CARD DESCRIPTION Specializing in combination attacks, this warrior is equipped with a tough, magnetically coated armor.

MYSTERIOUS PUPPETEER



CARD SPECS

Type: Warrior/Effect
Attribute: Earth
Level: 4
ATK: 1,000
DEF: 1,500
Password: 54098121

CARD DESCRIPTION When the monster is summoned (excluding Special Summon)

or flipped face-up by attack or some effect, the Life Points of this card's owner increase by 500 points for each monster while this card is face-up on the Field.

MYSTIC HORSEMAN



CARD SPECS

Type: Beast
Attribute: Earth
Level: 4
ATK: 1,300
DEF: 1,550
Password: 68516705

CARD DESCRIPTION

Half man and half horse, this monster is known for its extreme speed.

MYSTIC LAMP



CARD SPECS

Type: Spellcaster/Effect
Attribute: Dark
Level: 1
ATK: 400
DEF: 300
Password: 98049915

CARD DESCRIPTION This monster attacks your opponent's Life Points directly.

MYSTIC PLASMA ZONE



CARD SPECS

Type: Magic/Field
Attribute: —
Level: —
ATK: —
DEF: —
Password: 18161786

CARD DESCRIPTION Increases the ATK of all DARK monsters by 500 points and

decreases their DEF by 400 points.

MYSTIC PROBE



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 49251811

CARD DESCRIPTION You can activate this card when a Continuous Magic Card is played to

deactivate all Continuous Magic Cards for the current turn.

MYSTIC TOMATO



CARD SPECS

Type: Plant/Effect
Attribute: Dark
Level: 4
ATK: 1,400
DEF: 1,100
Password: 83011277

CARD DESCRIPTION When this card is sent to the Graveyard as a result of battle, you may select 1 DARK monster with an ATK of 1500 or less from your Deck and Special Summon it to the Field (no Tribute is required for monsters of Level 5 or more). The Deck is then shuffled.

MYSTICAL CAPTURE CHAIN

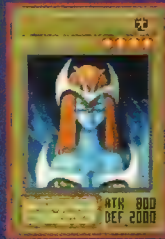


CARD SPECS

Type: Fairy
Attribute: Light
Level: 2
ATK: 700
DEF: 700
Password: 63515678

CARD DESCRIPTION A mystical chain that binds enemies, rendering them immobile.

MYSTICAL ELF



CARD SPECS

Type: Spellcaster
Attribute: Light
Level: 4
ATK: 800
DEF: 2,000
Password: 15025844

CARD DESCRIPTION A delicate elf that lacks offense, but has a terrific defense backed

by mystical power.

MYSTICAL MOON



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 36607978

CARD DESCRIPTION A Beast-Warrior-type monster equipped with this card increases its

ATK and DEF by 300 points.

MYSTICAL SAND



CARD SPECS

Type: Rock/Fusion
Attribute: Earth
Level: 6
ATK: 2,100
DEF: 1,700
Password: 32751480

CARD DESCRIPTION Giant Soldier of Stone + Ancient Elf



MYSTICAL SHEEP #1



CARD SPECS

Type: Beast/Effect

Attribute: Earth

Level: 3

ATK: 1,150

DEF: 900

Password: 30451366

CARD DESCRIPTION You can substitute this card for any 1 Fusion-Material

Monster. You cannot substitute for any other Fusion-Material Monsters in the current Fusion.

MYSTICAL SHEEP #2



CARD SPECS

Type: Beast

Attribute: Earth

Level: 3

ATK: 800

DEF: 1,000

Password: 83464209

CARD DESCRIPTION A monstrous sheep with a long tail for hypnotizing enemies.

MYSTICAL SPACE TYPHOON



CARD SPECS

Type: Magic/Quick

Attribute: —

Level: —

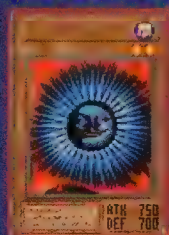
ATK: —

DEF: —

Password: 05318639

CARD DESCRIPTION Destroy 1 Magic or Trap Card on the Field.

NEEDLE BALL



CARD SPECS

Type: Fiend/Effect

Attribute: Dark

Level: 2

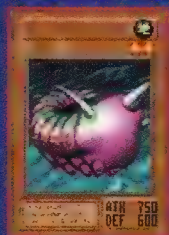
ATK: 750

DEF: 700

Password: 94230224

CARD DESCRIPTION FLIP: You can inflict 1000 points of Direct Damage to your opponent's Life Points at the cost of 2000 of your own Life Points.

NEEDLE WORM



CARD SPECS

Type: Insect/Effect

Attribute: Earth

Level: 2

ATK: 750

DEF: 600

Password: 81843628

CARD DESCRIPTION FLIP: Discard 5 cards from the top of your opponent's Deck to his/her Graveyard.

NEGATE ATTACK



CARD SPECS

Type: Trap/Counter

Attribute: —

Level: —

ATK: —

DEF: —

Password: 14315573

CARD DESCRIPTION When your opponent attacks with a monster, all attacks are negated and your opponent's Battle Phase ends.

NEKO GAL #1



CARD SPECS

Type: Beast

Attribute: Earth

Level: 3

ATK: 1,100

DEF: 900

Password: 01761063

CARD DESCRIPTION Deceptively cute, this feline fairy has a set of fast and lethal claws.

NEKO GAL #2



CARD SPECS

Type: Beast-Warrior

Attribute: Earth

Level: 6

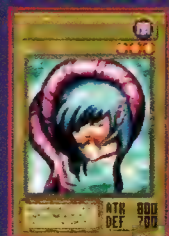
ATK: 1,900

DEF: 2,000

Password: 43552213

CARD DESCRIPTION A fast and lethal creature with very dangerous claws.

NEMURIKO



CARD SPECS

Type: Spellcaster

Attribute: Dark

Level: 3

ATK: 800

DEF: 700

Password: 90963488

CARD DESCRIPTION A child-like creature that controls a sleep fiend to beckon enemies into eternal slumber.

NEO THE MAGIC SWORDSMAN



CARD SPECS

Type: Spellcaster

Attribute: Light

Level: 4

ATK: 1,700

DEF: 1,000

Password: 50930991

CARD DESCRIPTION A dimensional drifter who not only practices sorcery, but is also a sword and martial arts master.

Nimble Momonga



CARD SPECS

Type: Beast/Effect

Attribute: Earth

Level: 2

ATK: 1,000

DEF: 100

Password: 22567609

CARD DESCRIPTION When this card is sent to the Graveyard as a result of battle, increase your Life Points by 1000 points. You can also take cards of the same name from your Deck and Special Summon them to the Field in face-down Defense Position. The Deck is then shuffled.

Niwatori



CARD SPECS

Type: Winged Beast

Attribute: Earth

Level: 3

ATK: 900

DEF: 800

Password: 07085359

CARD DESCRIPTION Swallows enemies whole and uses their essence as energy.

Nobleman of Crossout



CARD SPECS

Type: Magic

Attribute: —

Level: —

ATK: —

DEF: —

Password: 71044499

CARD DESCRIPTION Destroy 1 face-down monster and remove it from play. If the monster destroyed is a Flip Effect Monster, both players must remove Monster Cards of the same name from their respective Decks and remove them from play. The Decks are then shuffled.

Nobleman of Extermination



CARD SPECS

Type: Magic

Attribute: —

Level: —

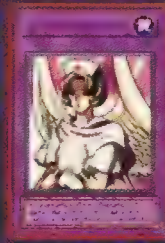
ATK: —

DEF: —

Password: 17449108

CARD DESCRIPTION Destroy 1 face-down Magic or Trap Card and remove it from play. If the card is a Trap Card, both players must remove Trap Cards of the same name from their respective Decks and remove them from play. The Decks are then shuffled.

Numinous Healer



CARD SPECS

Type: Trap

Attribute: —

Level: —

ATK: —

DEF: —

Password: 02130625

CARD DESCRIPTION You can activate this card when you take damage to your Life Points. Increase your Life Points by 1000 points. In addition, increase your Life Points by 500 points per card if there are additional "Numinous Healer" cards in the Graveyard.

Octoberser



CARD SPECS

Type: Aqua

Attribute: Water

Level: 5

ATK: 1,600

DEF: 1,400

Password: 74637266

CARD DESCRIPTION With the head of a fish and the legs of an octopus, this strange creature attacks enemies by flinging spears.

Ocubeam



CARD SPECS

Type: Fairy

Attribute: Light

Level: 5

ATK: 1,550

DEF: 1,650

Password: 86088138

CARD DESCRIPTION Frightening in appearance, this creature uses its large eyes and ears to keep track of any movement.

Ogre of the Black Shadow



CARD SPECS

Type: Beast-Warrior

Attribute: Earth

Level: 4

ATK: 1,200

DEF: 1,400

Password: 45121025

CARD DESCRIPTION An ogre possessed by the powers of the dark. Few can withstand its rapid charge.

One-Eyed Shield Dragon



CARD SPECS

Type: Dragon

Attribute: Wind

Level: 3

ATK: 700

DEF: 1,300

Password: 33064647

CARD DESCRIPTION This dragon wears a shield not only for its own protection, but also for ramming its enemies.



OOGUCHI



CARD SPECS

Type: Aqua/Effect
Attribute: Water
Level: 1
ATK: 300
DEF: 250
Password: 58861941

CARD DESCRIPTION This monster attacks your opponent's Life Points directly.

OOKAZI



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 19523799

CARD DESCRIPTION Inflict 800 points of Direct Damage to your opponent's Life Points.

ORION THE BATTLE KING



CARD SPECS

Type: Fairy
Attribute: Light
Level: 5
ATK: 1,800
DEF: 1,500
Password: 02971090

CARD DESCRIPTION None have lived to tell tales of this powerful battle fairy.

OSCILLO HERO



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 3
ATK: 1,250
DEF: 700
Password: 82065276

CARD DESCRIPTION A strange warrior from another dimension.

OSCILLO HERO #2



CARD SPECS

Type: Thunder
Attribute: Light
Level: 3
ATK: 1,000
DEF: 500
Password: 27324313

CARD DESCRIPTION A creature that electrocutes opponents with bolts of lightning.

PAINFUL CHOICE



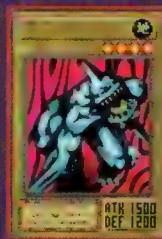
CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 74191942

CARD DESCRIPTION Select 5 cards from your Deck and show them to your opponent.

Your opponent must select 1 card that will be added to your hand. Discard the remaining cards to the Graveyard.

PALE BEAST



CARD SPECS

Type: Beast
Attribute: Earth
Level: 4
ATK: 1,500
DEF: 1,200
Password: 21263083

CARD DESCRIPTION With skin tinged a bluish-white, this strange creature is a fearsome sight to behold.

PARALYZING POTION



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 50152549

CARD DESCRIPTION A non-Machine-type monster equipped with this card cannot attack.

PARASITE PARACIDE



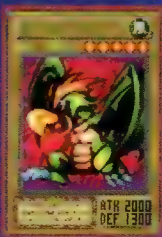
CARD SPECS

Type: Insect/Effect
Level: 2
Attribute: Earth
ATK: 500
DEF: 300
Password: 27911540

CARD DESCRIPTION FLIP: Put this card face-up in your opponent's Deck and shuffle it.

When your opponent draws this card, it is special summoned on the Field face-up in Defense Position. Your opponent's Life Points are decreased by 1000 Points, and from this point, all of your opponent's face-up Monster Cards are treated as Insect-type monsters as long as this card remains face-up on the Field.

PARROT DRAGON



CARD SPECS

Type: Dragon
Attribute: Wind
Level: 5
ATK: 2,000
DEF: 1,300
Password: 62762898

CARD DESCRIPTION A dragon from the cartoons that's more dangerous than it appears to be.

PATROL ROBO



CARD SPECS

Type: Machine/Effect
Attribute: Earth
Level: 3
ATK: 1,100
DEF: 900
Password: 76775123

CARD DESCRIPTION During your Standby Phase, you can look at 1 face-down card that's been Set by your opponent as long as this card remains face-up on the Field.

PEACOCK



CARD SPECS

Type: Winged Beast
Attribute: Wind
Level: 5
ATK: 1,700
DEF: 1,500
Password: 20624263

CARD DESCRIPTION A large peacock that launches its feathers in a lethal attack.

PENDULUM MACHINE



CARD SPECS

Type: Machine
Attribute: Dark
Level: 6
ATK: 1,750
DEF: 2,000
Password: 24433920

CARD DESCRIPTION A horrible torture machine with a large pendulum blade.

PENGUIN KNIGHT



CARD SPECS

Type: Aqua/Effect
Attribute: Water
Level: 3
ATK: 900
DEF: 800
Password: 36039163

CARD DESCRIPTION When this card is sent directly from your Deck to the Graveyard by an opponent's card effect, combine your Graveyard cards with your own Deck, shuffle them and form a new Deck.

PENGUIN SOLDIER



CARD SPECS

Type: Aqua/Effect
Attribute: Water
Level: 2
ATK: 750
DEF: 500
Password: 93920745

CARD DESCRIPTION FLIP: You can return up to 2 Monster Cards from the Field to the owner's hand.

PETIT ANGEL

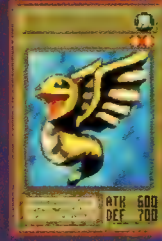


CARD SPECS

Type: Fairy
Attribute: Light
Level: 3
ATK: 600
DEF: 900
Password: 38142739

CARD DESCRIPTION A quick-moving and tiny fairy that's very difficult to hit.

PETIT DRAGON



CARD SPECS

Type: Dragon
Attribute: Wind
Level: 2
ATK: 600
DEF: 700
Password: 75356564

CARD DESCRIPTION A very small dragon known for its vicious attacks.

PETIT MOTH

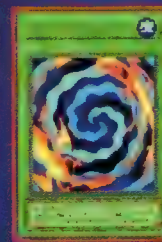


CARD SPECS

Type: Insect
Attribute: Earth
Level: 1
ATK: 300
DEF: 200
Password: 58192742

CARD DESCRIPTION This small but deadly creature is better off avoided.

POLYMERIZATION



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 24094653

CARD DESCRIPTION Fuses 2 or more Fusion-Material Monsters to form a new Fusion Monster.

POT OF GREED



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 55144522

CARD DESCRIPTION Draw 2 cards from your Deck.



POWER OF KAISHIN

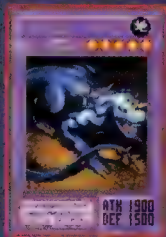


CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 77027445

CARD DESCRIPTION An Aqua-type monster equipped with this card increases its ATK and DEF by 300 points.

PRACTICAL



CARD SPECS

Type: Dinosaur/Fusion
Attribute: Earth
Level: 5
ATK: 1,900
DEF: 1,500
Password: 33691040

CARD DESCRIPTION Trakadon + Flame Viper

PREMATURE BURIAL



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 70828912

CARD DESCRIPTION Pay 800 Life Points. Select 1 Monster Card from your Graveyard, place it on the Field in Attack Position, and equip it with this card. When this card is destroyed, the monster is also destroyed.

PREVENT RAT



CARD SPECS

Type: Beast
Attribute: Earth
Level: 4
ATK: 500
DEF: 2,000
Password: 00549481

CARD DESCRIPTION This creature is shielded with a tough hide of hair and is excellent at defending itself.

PRINCESS OF TSURUGI



CARD SPECS

Type: Warrior/Effect
Attribute: Wind
Level: 3
ATK: 900
DEF: 700
Password: 51371017

CARD DESCRIPTION FLIP: Inflicts 500 points of Direct Damage to your opponent's Life Points for each Magic and Trap Card your opponent has on the Field.

PRISMAN



CARD SPECS

Type: Rock
Attribute: Light
Level: 3
ATK: 800
DEF: 1,000
Password: 80234301

CARD DESCRIPTION This crystalline monster filters light to create a lethal laser.

PROHIBITION

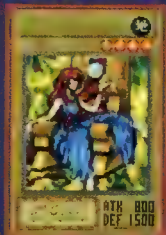


CARD SPECS

Type: Magic/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 43711255

CARD DESCRIPTION When you play this card, declare the name of 1 card. As long as this card remains on the Field, the declared card cannot be played.

PROTECTOR OF THE THRONE



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 4
ATK: 800
DEF: 1,500
Password: 10071456

CARD DESCRIPTION While the king is away, this queen protects his throne with a mighty defense.

PSYCHIC KAPPA



CARD SPECS

Type: Aqua
Attribute: Water
Level: 2
ATK: 400
DEF: 1,000
Password: 07892180

CARD DESCRIPTION An amphibian with a myriad of powers to shield it from enemy attacks.

PUMPKING THE KING OF GHOSTS



CARD SPECS

Type: Zombie/Effect
Attribute: Dark
Level: 6
ATK: 1,800
DEF: 2,000
Password: 29155212

CARD DESCRIPTION As long as the "Castle of Dark Illusions" remains face-up on the Field, the ATK and DEF of this card increases by 100 points each turn. This effect remains active for 5 turns.

PUNISHED EAGLE



CARD SPECS

Type: Winged Beast/Fusion
Attribute: Wind
Level: 6
ATK: 2,100
DEF: 1,800
Password: 74703140

CARD DESCRIPTION

Blue-Winged Crown + Niwatori

QUEEN BIRD



CARD SPECS

Type: Winged Beast
Attribute: Wind
Level: 5
ATK: 1,200
DEF: 2,000
Password: 73081602

CARD DESCRIPTION This monster attacks enemies using its huge beak.

QUEEN OF AUTUMN LEAVES



CARD SPECS

Type: Plant
Attribute: Earth
Level: 5
ATK: 1,800
DEF: 1,500
Password: 04179849

CARD DESCRIPTION Queen of the Emerald Forest and wife of the Spirit King, she lives surrounded by vivid red leaves.

QUEEN'S DOUBLE

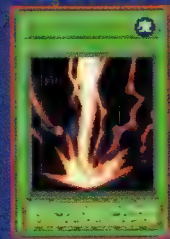


CARD SPECS

Type: Warrior/Effect
Attribute: Earth
Level: 1
ATK: 350
DEF: 300
Password: 05901497

CARD DESCRIPTION This monster attacks your opponent's Life Points directly.

RAIGEKI



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 12580477

CARD DESCRIPTION Destroys all of your opponent's monsters on the Field.

RAIMEI



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 56260110

CARD DESCRIPTION Decrease your opponent's Life Points by 300 points.

RAINBOW FLOWER



CARD SPECS

Type: Plant/Effect
Attribute: Earth
Level: 2
ATK: 400
DEF: 500
Password: 21347810

CARD DESCRIPTION This monster attacks your opponent's Life Points directly.

RAISE BODY HEAT



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 51267887

CARD DESCRIPTION A Dinosaur-type monster equipped with this card increases its ATK and DEF by 300 points.

RARE FISH



CARD SPECS

Type: Fish/Fusion
Attribute: Water
Level: 4
ATK: 1,500
DEF: 1,200
Password: 80516007

CARD DESCRIPTION Fusionist + Enchanting Mermaid

RAY & TEMPERATURE



CARD SPECS

Type: Fairy
Attribute: Light
Level: 3
ATK: 1,000
DEF: 1,000
Password: 85309439

CARD DESCRIPTION The Sun and the North Wind join hands to deliver a devastating combination of heat and sale-force winds.



REAPER OF THE CARDS



CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 5
ATK: 1,380
DEF: 1,930
Password: 33066139

CARD DESCRIPTION FLIP: Destroys 1 Trap Card on the Field. If this card's target is face-down, flip it face-up. If the card is a Trap Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

RED ARCHERY GIRL



CARD SPECS

Type: Aqua
Attribute: Water
Level: 4
ATK: 1,400
DEF: 1,500
Password: 65570596

CARD DESCRIPTION A mermaid archer that hides in a protective shell, waiting for the right moment to strike.

RED MEDICINE



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 38199696

CARD DESCRIPTION Increase your Life Points by 500 points.

RED-EYES B. DRAGON



CARD SPECS

Type: Dragon
Attribute: Dark
Level: 7
ATK: 2,400
DEF: 2,000
Password: 74677422

CARD DESCRIPTION A ferocious dragon with a deadly attack.

RED-EYES BLACK METAL DRAGON



CARD SPECS

Type: Machine/Effect
Attribute: Dark
Level: 8
ATK: 2,800
DEF: 2,400
Password: 64335804

CARD DESCRIPTION This card can be Special Summoned from the Deck to the Field by offering "Red-Eyes B. Dragon" equipped with "Metalmorph" as a Tribute.

REINFORCEMENTS



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 17814387

CARD DESCRIPTION Increase 1 selected monster's ATK by 500 points during the turn this card is activated.

RELINQUISHED



CARD SPECS

Type: Spellcaster/Ritual/Effect
Attribute: Dark
Level: 1
ATK: 0
DEF: 0
Password: 64631466

CARD DESCRIPTION This monster can take on the ATK and DEF of 1 opponent's monster on the Field (a face-down monster results in an ATK and DEF of 0). Treat the selected monster as an Equip Magic Card and use it to equip "Relinquished". You may use this effect only once per turn and can equip "Relinquished" with only 1 monster at a time. When your opponent's monster attacks this monster with an ATK higher than "Relinquished," the equipped monster is destroyed instead of "Relinquished."

REMOVE TRAP



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 51482758

CARD DESCRIPTION Destroys 1 face-up Trap Card on the Field.

RESPECT PLAY



CARD SPECS

Type: Trap/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 08951260

CARD DESCRIPTION During their respective turns, each player must show their opponent their hands.

RESTRUCTER REVOLUTION



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 99518961

CARD DESCRIPTION Inflict 200 points of damage to your opponent's Life Points for each card in your opponent's hand.

REVERSE TRAP



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 77622396

CARD DESCRIPTION All increases and decreases to ATK and DEF are reversed for the turn in which this card is activated.

RHAIMUNDOS OF THE RED SWORD



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,300
Password: 62403074

CARD DESCRIPTION Armed with the Sword of Crimson Flames, this warrior can bind a monster with fiery restraints.

RIGHT ARM OF THE FORBIDDEN ONE



CARD SPECS

Type: Spellcaster
Attribute: Dark
Level: 1
ATK: 200
DEF: 300
Password: 70903634

CARD DESCRIPTION A forbidden right arm sealed by magic. Whosoever breaks this seal will know infinite power.

RIGHT LEG OF THE FORBIDDEN ONE



CARD SPECS

Type: Spellcaster
Attribute: Dark
Level: 1
ATK: 200
DEF: 300
Password: 08124921

CARD DESCRIPTION A forbidden right leg sealed by magic. Whosoever breaks this seal will know infinite power.

RING OF MAGNETISM



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 20436034

CARD DESCRIPTION A monster equipped with this card decreases its ATK and DEF by 500 points. All your opponent's monsters must attack the monster equipped with this card.

RIRYOKU



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 34016756

CARD DESCRIPTION During your turn, you can reduce the ATK of 1 monster by half and add that amount to the ATK of another monster on the Field.

RISEING AIR CURRENT



CARD SPECS

Type: Magic/Field
Attribute: —
Level: —
ATK: —
DEF: —
Password: 45778932

CARD DESCRIPTION Increase the ATK of all WIND monsters by 500 points and decreases their DEF by 400 points.

ROARING OCEAN SNAKE



CARD SPECS

Type: Aqua/Fusion
Attribute: Water
Level: 6
ATK: 2,100
DEF: 1,800
Password: 19066538

CARD DESCRIPTION Mystic Lamp + Hyosube

ROBBIN' GOBLIN



CARD SPECS

Type: Trap/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 88279736

CARD DESCRIPTION Each time 1 of your monsters inflicts damage to your opponent's Life Points, 1 card is randomly selected from your opponent's hand and discarded.

ROCK OGRE GROTTO #1



CARD SPECS

Type: Rock
Attribute: Earth
Level: 3
ATK: 800
DEF: 1,200
Password: 68846917

CARD DESCRIPTION Protected by a solid body of rock, this monster throws a bone-shattering punch.



ROGUE DOLL



CARD SPECS

Type: Spellcaster
Attribute: Light
Level: 4
ATK: 1,600
DEF: 1,000
Password: 91939608

CARD DESCRIPTION A deadly doll gifted with mystical power, it is particularly powerful when attacking against dark forces.

ROOT WATER



CARD SPECS

Type: Fish
Attribute: Water
Level: 3
ATK: 900
DEF: 800
Password: 39004808

CARD DESCRIPTION An amphibian capable of calling up a massive tidal wave from the dark seas to wipe out enemy monsters.

ROSE SPECTRE OF DUNN



CARD SPECS

Type: Plant/Fusion
Attribute: Dark
Level: 6
ATK: 2,000
DEF: 1,800
Password: 32485271

CARD DESCRIPTION Feral Imp + Snakeyashi

ROYAL DECREE



CARD SPECS

Type: Trap/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 51452091

CARD DESCRIPTION As long as this card remains face-up on the Field, the effects of all Trap Cards except this one are activated.

ROYAL GUARD



CARD SPECS

Type: Machine
Attribute: Earth
Level: 6
ATK: 1,900
DEF: 2,200
Password: 39239728

CARD DESCRIPTION A mechanized soldier created to protect royalty.

RUDE KAISER



CARD SPECS

Type: Beast-Warrior
Attribute: Earth
Level: 5
ATK: 1,800
DEF: 1,600
Password: 26378150

CARD DESCRIPTION With an axe in each hand, this monster delivers heavy damage.

RUSH RECKLESSLY



CARD SPECS

Type: Magic/Quick
Attribute: —
Level: —
ATK: —
DEF: —
Password: 70046172

CARD DESCRIPTION Increase 1 monster's ATK by 700 points during the turn this card is activated.

RYU-KISHIN



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 3
ATK: 1,000
DEF: 500
Password: 15033296

CARD DESCRIPTION A very elusive creature that looks like a harmless statue until it attacks.

RYU-KISHIN POWERED



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,600
DEF: 1,200
Password: 24611934

CARD DESCRIPTION A gargoyle enhanced by the powers of darkness. Very sharp talons make it a worthy opponent.

RYU-RAN



CARD SPECS

Type: Dragon
Attribute: Fire
Level: 7
ATK: 2,200
DEF: 2,600
Password: 02964201

CARD DESCRIPTION A vicious little dragon sheltered in an egg that looks deceptively harmless.

SABER SLASHER



CARD SPECS

Type: Machine
Attribute: Dark
Level: 5
ATK: 1,450
DEF: 1,500
Password: 73911410

CARD DESCRIPTION: A lethal engine of destruction that wields a well-honed blade.

SAGGI THE DARK CLOWN



CARD SPECS

Type: Spellcaster
Attribute: Dark
Level: 3
ATK: 600
DEF: 1,500
Password: 66602787

CARD DESCRIPTION: This clown appears from nowhere and executes very strange moves to avoid enemy attacks.

SALAMANDRA



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 32268901

CARD DESCRIPTION: A FIRE monster equipped with this card increases its ATK by 700 points.

SAND STONE



CARD SPECS

Type: Rock
Attribute: Earth
Level: 5
ATK: 1,300
DEF: 1,600
Password: 73051941

CARD DESCRIPTION: Appears from underground and attacks with long, snake-like tentacles.

SANGAN

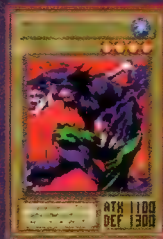


CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 3
ATK: 1,000
DEF: 600
Password: 26202165

CARD DESCRIPTION: When this card is sent from the Field to the Graveyard, you can move 1 monster with a ATK of 1500 or less from your Deck to your hand. Your Deck is then shuffled.

SEA KAMEN

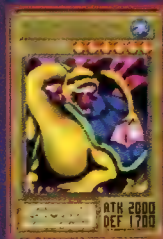


CARD SPECS

Type: Aqua
Attribute: Water
Level: 4
ATK: 1,100
DEF: 1,300
Password: 71746462

CARD DESCRIPTION: A merciless monster that tears opponents to shreds with razor-like claws.

SEA KING DRAGON

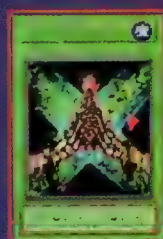


CARD SPECS

Type: Sea Serpent
Attribute: Water
Level: 6
ATK: 2,000
DEF: 1,700
Password: 23659124

CARD DESCRIPTION: Protected by a tough shell, this master of the sea attacks its enemies with toxic bubbles.

SEAL OF THE ANCIENTS



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 97809599

CARD DESCRIPTION: At the cost of 1000 of your own Life Points, flip all of your opponent's face-down cards face-up. After seeing the cards, return them to their original positions (card effects are not activated).

SABEK'S BLESSING



CARD SPECS

Type: Magic/Quick
Attribute: —
Level: —
ATK: —
DEF: —
Password: 22537443

CARD DESCRIPTION: You can activate this card when your Monster Card inflicts Direct Damage to your opponent's Life Points. Increase your own Life Points by an amount equal to the Direct Damage you inflicted to your opponent.

SECTARIAN OF SECRETS



CARD SPECS

Type: Spellcaster
Attribute: Dark
Level: 2
ATK: 700
DEF: 500
Password: 15507080

CARD DESCRIPTION: A spellcaster that worships the dark, it is served by a sinister hand that drags enemies into oblivion.



SENJU OF THE THOUSAND HANDS



CARD SPECS

Type: Fairy/Effect
Attribute: Light
Level: 4
ATK: 1,400
DEF: 1,000
Password: 23401839

CARD DESCRIPTION: When this card is summoned to the Field (excluding Special

Summon), you may move 1 Ritual Monster Card from your Deck to your hand. The Deck is then shuffled.

SEVEN TOOLS OF THE BANDIT



CARD SPECS

Type: Trap/Counter
Attribute: —
Level: —
ATK: —
DEF: —
Password: 03819470

CARD DESCRIPTION: At the cost of 1,000 of your own Life Points, negate the activation of a Trap Card and destroy it.

SHADOW SPECTER



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 1
ATK: 500
DEF: 200
Password: 40575313

CARD DESCRIPTION: Powerful in groups, this animal spirit can be found in the wastelands.

SHARE THE PAIN



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 56830749

CARD DESCRIPTION: Both you and your opponent must select 1 of your own Monster

Cards on the Field and offer it as a Tribute.

SHIELD & SWORD



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 52097679

CARD DESCRIPTION: For 1 turn, each face-up monster's ATK becomes their DEF and vice-versa.

SHINING FAIRY



CARD SPECS

Type: Fairy/Effect
Attribute: Light
Level: 4
ATK: 1,400
DEF: 800
Password: 95956346

CARD DESCRIPTION: When this card is sent to the Graveyard as a result of battle, you can select 1 LIGHT monster with an ATK of 1500 or less from your Deck and Special Summon it to the Field (no Tribute is required for monsters of Level 5 or more). The Deck is then shuffled.

SHOVEL CRUSHER



CARD SPECS

Type: Machine
Attribute: Earth
Level: 3
ATK: 900
DEF: 1,200
Password: 71950093

CARD DESCRIPTION: Armed with a pair of shovels, this monster will destroy anything that stands in its way.

SILVER BOW AND ARROW



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 01557499

CARD DESCRIPTION: A Fairy-type monster equipped with this card increases its ATK and DEF by 300 points.

SILVER FANG

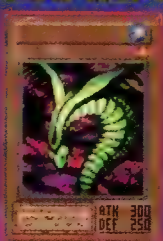


CARD SPECS

Type: Beast
Attribute: Earth
Level: 3
ATK: 1,200
DEF: 800
Password: 90357090

CARD DESCRIPTION: A snow wolf that's beautiful to the eye, but absolutely vicious in battle.

SINISTER SERPENT



CARD SPECS

Type: Reptile/Effect
Attribute: Water
Level: 1
ATK: 300
DEF: 250
Password: 08131171

CARD DESCRIPTION: During your Standby Phase, if a "Sinister Serpent" exists in your Graveyard, you can return the "Sinister Serpent" to your hand.

SKELENGEL



CARD SPECS

Type: Fairy/Effect
Attribute: Light
Level: 2
ATK: 900
DEF: 400
Password: 60694662

CARD DESCRIPTION FLIP: You can draw 1 card from your deck.

SKELGON



CARD SPECS

Type: Zombie/Fusion
Attribute: Dark
Level: 6
ATK: 1,700
DEF: 1,900
Password: 32355828

CARD DESCRIPTION The Snake Hair + Blackland Fire Dragon

SKULL DICE



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 00126218

CARD DESCRIPTION Roll a die. The result is multiplied by 100 points and subtracted from the ATK and DEF of all monsters in your opponent's control until the end of your turn.

SKULL RED BIRD



CARD SPECS

Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,550
DEF: 1,200
Password: 10202894

CARD DESCRIPTION This monster swoops down and attacks with a rain of knives stored in its wings.

SKULL SERVANT



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 1
ATK: 300
DEF: 200
Password: 32274490

CARD DESCRIPTION A skeletal ghost that isn't strong but can mean trouble in large numbers.

SKULL STALKER



CARD SPECS

Type: Warrior
Attribute: Dark
Level: 3
ATK: 900
DEF: 800
Password: 54844990

CARD DESCRIPTION Swift and deadly, this monster grabs victims with its claws and attacks with a poison stinger.

SKULLBIRD

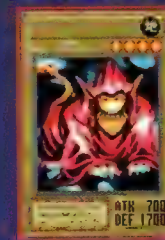


CARD SPECS

Type: Winged Beast/Fusion
Attribute: Wind
Level: 6
ATK: 1,900
DEF: 1,700
Password: 08327462

CARD DESCRIPTION Takuhee + Temple of Skulls

SLEEPING LION



CARD SPECS

Type: Beast
Attribute: Earth
Level: 4
ATK: 700
DEF: 1,700
Password: 40200834

CARD DESCRIPTION A very vicious creature that's best left sleeping.

SLOT MACHINE



CARD SPECS

Type: Machine
Attribute: Dark
Level: 7
ATK: 2,000
DEF: 2,300
Password: 03797883

CARD DESCRIPTION The machine's ability is said to vary according to its slot results.

SNAKE FANG



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 00596051

CARD DESCRIPTION Decrease 1 selected monster's DEF by 500 points during the turn this card is activated.



SNAKEYASHI



CARD SPECS

Type: Plant
Attribute: Earth
Level: 4
ATK: 1,000
DEF: 1,200
Password: 29802344

CARD DESCRIPTION This monster is formed by several serpents that break off to individually attack nearby enemies.

SNATCH STEAL



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 45986603

CARD DESCRIPTION Take control of 1 of your opponent's face-up monsters. Your opponent gains 1000 Life Points at each of his/her Standby Phase.

SOGEN



CARD SPECS

Type: Magic/Field
Attribute: —
Level: —
ATK: —
DEF: —
Password: 86318356

CARD DESCRIPTION Increases the ATK and DEF of all Beast-Warrior and Warrior-type monsters by 200 points.

SOLEMN JUDGMENT

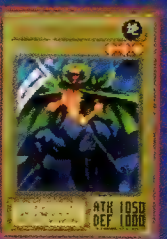


CARD SPECS

Type: Trap/Counter
Attribute: —
Level: —
ATK: —
DEF: —
Password: 41420027

CARD DESCRIPTION When your opponent either activates a Magic or Trap Card or summons a monster (including Special Summon), you can negate the action and destroy the cards involved at the cost of half your Life Points.

SOLITUDE



CARD SPECS

Type: Beast-Warrior
Attribute: Earth
Level: 3
ATK: 1,050
DEF: 1,000
Password: 84794011

CARD DESCRIPTION This beast-warrior swings a massive scythe that feeds on the souls of the slain.

SOLOMON'S LAWBOOK



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 23471572

CARD DESCRIPTION

Skip your own Standby Phase.

SONIC BIRD



CARD SPECS

Type: Winged Beast/Effect
Attribute: Wind
Level: 4
ATK: 1,400
DEF: 1,000
Password: 57617178

CARD DESCRIPTION When this card is summoned (excluding Special Summon), you may

move 1 Ritual Magic Card from your Deck to your hand. The Deck is then shuffled.

SONIC MAID



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 3
ATK: 1,200
DEF: 900
Password: 38942059

CARD DESCRIPTION A maiden that uses sound to her advantage, she wields a scythe that's shaped like a musical note.

SOUL HUNTER



CARD SPECS

Type: Fiend/Fusion
Attribute: Dark
Level: 6
ATK: 2,200
DEF: 1,800
Password: 72869010

CARD DESCRIPTION Lord of the Lamp + Invader from Another Dimension

SOUL OF THE PURE



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 47852924

CARD DESCRIPTION Increases a selected player's Life Points by 800 points.

SOUL RELEASE

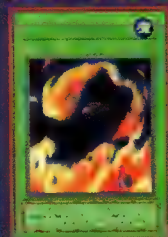


CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 05758500

CARD DESCRIPTION Select 5 cards from either you or your opponent's Graveyard and remove them from the current duel.

SPARKS



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 76103675

CARD DESCRIPTION Inflicts 200 points of Direct Damage to your opponent's Life Points.

SPEAR CREVIN



CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 2
ATK: 500
DEF: 500
Password: 58551308

CARD DESCRIPTION FLIP: After this card is flipped, when it is sent to the Graveyard, both you and your opponent select 1 monster from your respective Graveyards and Special Summon it on the Field in face-up Attack Position or face-down Defense Position (no Tribute is required for monsters of Level 5 or more).

SPELLBINDING CIRCLE

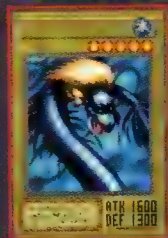


CARD SPECS

Type: Trap/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 18807108

CARD DESCRIPTION Select 1 monster. As long as this card remains face-up on the Field, the selected monster cannot attack or change its battle position except by the effect of a Magic, Trap or Effect Monster Card. When the selected monster is destroyed, this card is also destroyed. If the selected monster is offered as a Tribute, this card is not destroyed.

SPIKE SEADRA



CARD SPECS

Type: Sea Serpent
Attribute: Water
Level: 5
ATK: 1,600
DEF: 1,300
Password: 85326399

CARD DESCRIPTION Using the spikes sprouting from its body, this creature stabs its opponents and floods them with electricity.

SPIRIT OF THE BOOKS



CARD SPECS

Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,400
DEF: 1,200
Password: 14037717

CARD DESCRIPTION This wise spirit dwells in books, using its accumulated knowledge to defeat enemies.

SPIRIT OF THE HARP



CARD SPECS

Type: Fairy
Attribute: Light
Level: 4
ATK: 800
DEF: 2,000
Password: 80770678

CARD DESCRIPTION A spirit that soothes the soul with the music of its heavenly harp.

STAIN STORM



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 21323861

CARD DESCRIPTION Destroys all Machine-type monsters on the Field.

STAR BOY



CARD SPECS

Type: Aqua/Effect
Attribute: Water
Level: 2
ATK: 550
DEF: 500
Password: 08201910

CARD DESCRIPTION As long as this card remains face-up on the Field, increase the ATK of all WATER monsters by 500 points and decrease the ATK of all FIRE monsters by 400 points.



STEEL OGRE GROTTO #1



CARD SPECS

Type: Machine
Attribute: Earth
Level: 5
ATK: 1,400
DEF: 1,800
Password: 29172562

CARD DESCRIPTION A steel idol worshipped in the Land of Machines.

STEEL OGRE GROTTO #2



CARD SPECS

Type: Machine
Attribute: Earth
Level: 6
ATK: 1,900
DEF: 2,200
Password: 90908427

CARD DESCRIPTION A mechanized iron doll with tremendous strength.

STEEL SCORPION



CARD SPECS

Type: Machine/Effect
Attribute: Earth
Level: 1
ATK: 250
DEF: 300
Password: 13599884

CARD DESCRIPTION Non Machine-type Monsters attacking "Steel Scorpion" will be destroyed at the End Phase of your opponent's turn 3 turns later.

STEEL SHELL



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 02370081

CARD DESCRIPTION A WATER monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

STIM-PACK



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 83225447

CARD DESCRIPTION A monster equipped with this card increases its ATK by 700 points. Its ATK is then decreased by 300 points at each of its Standby Phase.

STONE ARMADILLER



CARD SPECS

Type: Rock
Attribute: Earth
Level: 3
ATK: 800
DEF: 1,200
Password: 63432835

CARD DESCRIPTION With a body armored by rock-hard fur, this monster features excellent defense capabilities.

STONE OGRE GROTTO



CARD SPECS

Type: Rock
Attribute: Earth
Level: 5
ATK: 1,600
DEF: 1,500
Password: 15023985

CARD DESCRIPTION A behemoth shaped by giant boulders.

STOP DEFENSE



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 63102017

CARD DESCRIPTION Select 1 of your opponent's monsters and switch it to Attack Position. If the card is face-down, flip it face-up. If the card has a flip effect, it is activated immediately.

STUFFED ANIMAL



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 3
ATK: 1,200
DEF: 900
Password: 81068263

CARD DESCRIPTION It may look like a harmless stuffed animal, but its zipper mouth deals a deadly bite.

SUCCUBUS KNIGHT



CARD SPECS

Type: Warrior
Attribute: Dark
Level: 5
ATK: 1,650
DEF: 1,300
Password: 55291359

CARD DESCRIPTION An unworthy warrior wizard adept in casting death-dealing spells.

SUMMONED SKULL

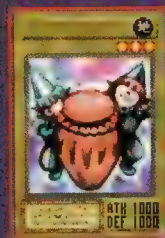


CARD SPECS

Type: Fiend
Attribute: Dark
Level: 6
ATK: 2,500
DEF: 1,200
Password: 70781052

CARD DESCRIPTION A fiend with dark powers for confusing the enemy. Among the Fiend-type monsters, this monster boasts considerable force.

SUPPORTER IN THE SHADOWS



CARD SPECS

Type: Warrior
Attribute: Earth
Level: 3
ATK: 1,000
DEF: 1,000
Password: 41422426

CARD DESCRIPTION A cute little elf that hides in the shadows and provides spiritual support.

SWAMP BATTLEGUARD



CARD SPECS

Type: Warrior/Effect
Attribute: Earth
Level: 5
ATK: 1,800
DEF: 1,500
Password: 40453765

CARD DESCRIPTION Increase the ATK of this monster by 500 points for every face-up "Lava Battleguard" on your side of the Field.

SWORD ARM OF DRAGON

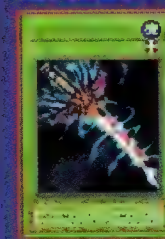


CARD SPECS

Type: Dinosaur
Attribute: Earth
Level: 6
ATK: 1,750
DEF: 2,030
Password: 13069066

CARD DESCRIPTION With a body covered in sword-like thorns, nothing dares stand in the way of this charging monster.

SWORD OF DARK DESTRUCTION



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 37120512

CARD DESCRIPTION A DARK monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

SWORD OF DEEP-SEATED



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 98495314

CARD DESCRIPTION A Monster Card equipped with this card increases its ATK and DEF by 500 points. When this card is sent to the Graveyard, place it on top of your Deck.

SWORD OF DRAGON'S SOUL



CARD SPECS

Type: Magic/Equip
Attribute: —
Level: —
ATK: —
DEF: —
Password: 61405855

CARD DESCRIPTION This card can only be used to equip by a Warrior-type monster to increase its ATK by 700 points. Any Dragon-type monster battling a monster equipped with this card is automatically destroyed at the end of a Battle Phase, regardless of ATK/DEF. (Damage calculations are applied normally).

SWORDS OF REVEALING LIGHT



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 72302403

CARD DESCRIPTION Counting from your opponent's turn, none of your opponent's monsters can attack for 3 turns of his/her own. When this card is activated, opponent's face-down monsters at that time are turned face-up, but remain in Defense Position. Any effects the monsters may have are immediately activated.

SWORDSMAN FROM A FOREIGN LAND



CARD SPECS

Type: Warrior/Effect
Attribute: Earth
Level: 1
ATK: 250
DEF: 250
Password: 85255550

CARD DESCRIPTION A monster attacked by this card will be destroyed at the End Phase 5 turns later.



SWORDSTALKER



CARD SPECS

Type: Warrior
Attribute: Dark
Level: 6
ATK: 2,000
DEF: 1,600
Password: 50005633

CARD DESCRIPTION

A monster formed by the vengeful souls of those who passed away in battle.

TAILOR OF THE FICKLE



CARD SPECS

Type: Magic/Quick
Attribute: —
Level: —
ATK: —
DEF: —
Password: 43641473

CARD DESCRIPTION

Select 1 equipped Equip Card and switch it to another correct target.

TAINTED WISDOM



CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 3
ATK: 1,250
DEF: 800
Password: 28725004

CARD DESCRIPTION

When this card is changed from Attack to Defense Position, shuffle your own Deck.

TAKRIMINOS



CARD SPECS

Type: Sea Serpent
Attribute: Water
Level: 4
ATK: 1,500
DEF: 1,200
Password: 44073668

CARD DESCRIPTION

A member of a race of sea serpents that freely travels through the sea.

TAKUHEE



CARD SPECS

Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,450
DEF: 1,000
Password: 03170832

CARD DESCRIPTION

This bird is known far and wide as a harbinger of doom.

TAO THE CHANTER



CARD SPECS

Type: Spellcaster
Attribute: Earth
Level: 3
ATK: 1,200
DEF: 900
Password: 46247516

CARD DESCRIPTION

Master of Yin and Yang, this wizard handles a delicate balance of spells and counterspells.

TEMPLE OF SKULLS



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 4
ATK: 900
DEF: 1,300
Password: 00732302

CARD DESCRIPTION

A mysterious temple of skulls and bones that sucks in unwary enemies.

TENDERNESS



CARD SPECS

Type: Fairy
Attribute: Light
Level: 3
ATK: 700
DEF: 1,400
Password: 57935140

CARD DESCRIPTION

An adorable fairy that celebrates the gift of love.

TERRA THE TERRIBLE



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,200
DEF: 1,300
Password: 63308047

CARD DESCRIPTION

Known as a swamp dweller, this creature is a minion of the dark forces.

THE 13TH GRAVE



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 3
ATK: 1,200
DEF: 900
Password: 00032864

CARD DESCRIPTION

A zombie that suddenly appeared from plot # 13 — an empty grave.

THE BEWITCHING PHANTOM THIEF



CARD SPECS

Type: Spellcaster
Attribute: Dark
Level: 2
ATK: 700
DEF: 700
Password: 24348204

CARD DESCRIPTION An elegant thief with a black cloak that charms its enemies.

THE BISTRO BUTCHER



CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 4
ATK: 1,800
DEF: 1,000
Password: 71107816

CARD DESCRIPTION

When this card inflict a Direct Damage to your opponent, your opponent must draw 2 cards from the Deck.

THE CHEERFUL COFFIN



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 41142615

CARD DESCRIPTION You can discard up to 3 Monster Cards from your hand.

THE DRDEK



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 3
ATK: 700
DEF: 800
Password: 08944575

CARD DESCRIPTION A bipedal eyeball that seldom misses an enemy with its lethal talons.

THE EYE OF TRUTH



CARD SPECS

Type: Trap/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 34694160

CARD DESCRIPTION As long as this card remains face-up on the Field, your opponent must show his/her hand. Your opponent recovers 1000 Life Points at every Standby Phase if he/she has a Magic Card in his/her hand.

THE FLUTE OF SUMMONING DRAGON



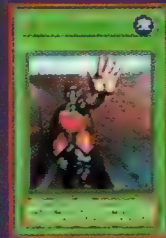
CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 43973174

CARD DESCRIPTION Playing this card when you have a "Lord of D." card face-up on the

Field allows you to play up to 2 Dragon-type cards from your hand as a Special Summon.

THE FORCEFUL SENTRY

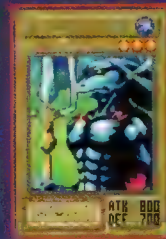


CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 42829885

CARD DESCRIPTION Look at your opponent's hand, then select 1 card and return it to his/her Deck. The Deck is then shuffled.

THE FURIOUS SEA KING



CARD SPECS

Type: Aqua
Attribute: Water
Level: 3
ATK: 800
DEF: 700
Password: 18710707

CARD DESCRIPTION Grand King of the Seven Seas, he's able to summon massive tidal waves to drown the enemy.

THE IMMORTAL OF THUNDER



CARD SPECS

Type: Thunder/Effect
Attribute: Light
Level: 4
ATK: 1,500
DEF: 1,300
Password: 84926738

CARD DESCRIPTION FLIP: You gain 3000 Life Points. When this card is sent from the Field to the Graveyard, you lose 5000 Life Points.

THE INEXPERIENCED SPY



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 81820689

CARD DESCRIPTION Select and see 1 card in your opponent's hand.



THE LITTLE SWORDSMAN OF AILE



CARD SPECS

Type: Warrior/Effect
Attribute: Water
Level: 3
ATK: 800
DEF: 1,300
Password: 25109950

CARD DESCRIPTION Offer 1 monster on the Field as a Tribute to increase this monster's

ATK by 700 points until the end of the turn.

THE REGULATION OF TRIBE



CARD SPECS

Type: Trap/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 00296499

CARD DESCRIPTION Select 1 Type of monster. Any monster of the selected Type cannot attack. To keep this card in effect, you must offer 1 monster as a Tribute at each of your Standby Phases. If you cannot do so, this card is destroyed.

THE RELIABLE GUARDIAN



CARD SPECS

Type: Magic/Quick
Attribute: —
Level: —
ATK: —
DEF: —
Password: 16430187

CARD DESCRIPTION Increase 1 monster's DEF by 700 points during the turn this card is activated.

THE SHALLOW GRAVE



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 43434803

CARD DESCRIPTION Each player takes 1 Monster Card from their respective Graveyards and Sets them on the Field in Defense Position.

THE SNAKE HAIR



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 4
ATK: 1,500
DEF: 1,200
Password: 29491031

CARD DESCRIPTION A monster with a head of poison snakes. One look from this monster can turn an opponent to stone.

THE STERN MYSTIC



CARD SPECS

Type: Spellcaster/Effect
Attribute: Light
Level: 4
ATK: 1,500
DEF: 1,200
Password: 87557188

CARD DESCRIPTION FLP: All face-down cards on the Field are turned face-up, and then returned to their original positions. No card effects are activated when cards are turned face-up.

THE THING THAT HIDES IN THE MUD

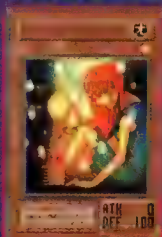


CARD SPECS

Type: Rock
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,300
Password: 18180762

CARD DESCRIPTION This monster melts its way underground to attack enemies from below.

THE UNHAPPY MAIDEN



CARD SPECS

Type: Spellcaster/Effect
Attribute: Light
Level: 1
ATK: 0
DEF: 100
Password: 51275027

CARD DESCRIPTION When this card is sent to the Graveyard as a result of battle, the Battle Phase for that turn ends immediately.

THE WANDERING DOOMED



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 2
ATK: 800
DEF: 600
Password: 93788854

CARD DESCRIPTION A monster that wanders the edges of the netherworld.

THE WICKED WORM BEAST



CARD SPECS

Type: Beast/Effect
Attribute: Earth
Level: 3
ATK: 1,400
DEF: 700
Password: 06285791

CARD DESCRIPTION This card is returned to your hand at the end of your turn.

THREE-HEADED GEEDO



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,200
DEF: 1,400
Password: 78423643

CARD DESCRIPTION

A three-headed nocturnal monster that is absolutely ruthless when fighting.

THREE-LEGGED ZOMBIES



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 3
ATK: 1,100
DEF: 800
Password: 33734439

CARD DESCRIPTION

A pair of friendly skeletons, lean and fat, that travels with extreme difficulty.

THUNDER DRAGON



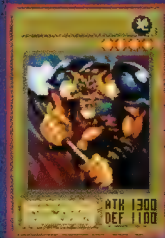
CARD SPECS

Type: Thunder/Effect
Attribute: Light
Level: 5
ATK: 1,600
DEF: 1,500
Password: 31786629

CARD DESCRIPTION

You can add up to 2 "Thunder Dragon" card(s) from your Deck to your hand by discarding this card from your hand. After that, shuffle your Deck. This effect is activated only during a Main Phase.

TIGER AXE



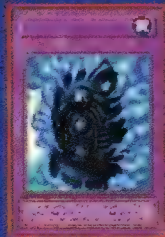
CARD SPECS

Type: Beast-Warrior
Attribute: Earth
Level: 4
ATK: 1,300
DEF: 1,100
Password: 49791927

CARD DESCRIPTION

A fast and powerful axe-wielding beast-warrior.

TIME MACHINE



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 80987696

CARD DESCRIPTION

When 1 monster is sent to the Graveyard as a result of battle, you can return it to the Field in the same battle position as a Special Summon.

TIME SEAL



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 35316708

CARD DESCRIPTION

Your opponent skips the Draw Phase of his/her next turn.

TIME WIZARD



CARD SPECS

Type: Spellcaster/Effect
Attribute: Light
Level: 2
ATK: 500
DEF: 400
Password: 71625222

CARD DESCRIPTION

Toss a coin and call Heads or tails. If you call it right, your opponent's monsters on the Field are destroyed. If you call it wrong, your own monsters on the Field are destroyed and you lose Life Points equal to half the total ATK of the destroyed monsters. This card can be used only during your own turn, once per turn.

TOAD MASTER



CARD SPECS

Type: Aqua
Attribute: Water
Level: 3
ATK: 1,000
DEF: 1,000
Password: 62671448

CARD DESCRIPTION

A hermit frog that has been in existence for thousands of years, it attacks with tadpoles.

TOGEX



CARD SPECS

Type: Beast
Attribute: Earth
Level: 5
ATK: 1,600
DEF: 1,800
Password: 33878931

CARD DESCRIPTION

An agile monster that rolls up to ram its opponents.

TOLL



CARD SPECS

Type: Magic/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 82003859

CARD DESCRIPTION

As long as this card remains face-up on the Field, both you and your opponent must pay 500 Life Points per monster to attack.



TOMOZAURUS

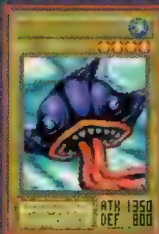


CARD SPECS

Type: Dinosaur
Attribute: Earth
Level: 2
ATK: 500
DEF: 400
Password: 46457856

CARD DESCRIPTION Small but vicious, this monster even attacks its own kind.

TONGYO



CARD SPECS

Type: Fish
Attribute: Water
Level: 4
ATK: 1,350
DEF: 800
Password: 69572024

CARD DESCRIPTION This monster captures other fish with its long tongue and sucks the energy out of them.

TOON ALLIGATOR



CARD SPECS

Type: Reptile
Attribute: Water
Level: 4
ATK: 800
DEF: 1,600
Password: 59383041

CARD DESCRIPTION An alligator monster straight from the cartoons.

TOON MERMAID



CARD SPECS

Type: Aqua/Effect
Attribute: Water
Level: 4
ATK: 1,400
DEF: 1,500
Password: 65458948

CARD DESCRIPTION This card cannot be summoned unless "Toon World" is on the Field. This card cannot attack in the same turn that it is summoned. Pay 500 Life Points each time this monster attacks. When "Toon World" is destroyed, this card is also destroyed. If your opponent doesn't control a Toon monster on the Field, this card may inflict Direct Damage to your opponent's Life Points. If a Toon monster is on your opponent's side of the Field, your attacks must target the Toon monster.

TOON SUMMONED SKULL



CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 6
ATK: 2,500
DEF: 1,200
Password: 91842653

CARD DESCRIPTION This card cannot be summoned unless "Toon World" is on the Field.

This card cannot attack in the same turn that it is summoned. Pay 500 Life Points each time this monster attacks. When "Toon World" is destroyed, this card is also destroyed. If your opponent doesn't control a Toon monster on the Field, this card may inflict Direct Damage to your opponent's Life Points. If a Toon monster is on your opponent's side of the Field, your attacks must target the Toon monster.

TOON WORLD



CARD SPECS

Type: Magic/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 15259703

CARD DESCRIPTION This card is activated by paying 1000 of your Life Points.

TORIKE



CARD SPECS

Type: Beast
Attribute: Earth
Level: 3
ATK: 1,200
DEF: 600
Password: 80813021

CARD DESCRIPTION Although a poor defender, this monster's sharp horn gives it an edge when attacking.

TOTAL DEFENSE SHOGUN



CARD SPECS

Type: Warrior/Effect
Attribute: Dark
Level: 6
ATK: 1,550
DEF: 2,500
Password: 75372290

CARD DESCRIPTION When this card is summoned (excluding Special Summon), it is placed on the Field in Defense Position. This card can attack without being shifted to Attack Position. Damage results are calculated normally.

TRAKADON



CARD SPECS

Type: Dinosaur
Attribute: Earth
Level: 3
ATK: 1,300
DEF: 800
Password: 42348802

CARD DESCRIPTION A tiger-striped dragon that is often seen racing across the wasteland at tremendous speeds.

TRAP HOLE



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 04206964

CARD DESCRIPTION If the ATK of a monster summoned by your opponent (excluding Special Summon) is 1000 points or more, the monster is destroyed.

TRAP MASTER



CARD SPECS

Type: Warrior/Effect
Attribute: Earth
Level: 3
ATK: 500
DEF: 1,100
Password: 46461247

CARD DESCRIPTION FLIP: Destroys 1 Trap Card on the Field. If this card's target is face-down, flip it face-up. If the card is a Trap Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

TRENT



CARD SPECS

Type: Plant
Attribute: Earth
Level: 5
ATK: 1,500
DEF: 1,800
Password: 78780140

CARD DESCRIPTION A guardian of the woods, this massive tree is believed to be mortal.

TRIAL OF NIGHTMARE



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,300
DEF: 900
Password: 77827521

CARD DESCRIPTION This fiend passes judgment on enemies that are locked in coffins.

TRIBUTE TO THE DOOMED



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 79759861

CARD DESCRIPTION You can destroy 1 opponent's monster (regardless of its position) by discarding 1 card from your hand to the Graveyard.

TRIPWIRE BEAST



CARD SPECS

Type: Thunder
Attribute: Earth
Level: 4
ATK: 1,200
DEF: 1,300
Password: 45042329

CARD DESCRIPTION

This creature attacks with electromagnetic waves.

TURTLE TIGER



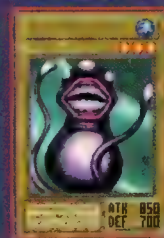
CARD SPECS

Type: Aqua
Attribute: Water
Level: 4
ATK: 1,000
DEF: 1,500
Password: 37313348

CARD DESCRIPTION

A tiger encased in a protective shell that attacks with razor-sharp fangs.

TWIN LONG RODS #2



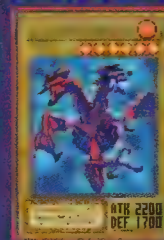
CARD SPECS

Type: Aqua
Attribute: Water
Level: 3
ATK: 850
DEF: 700
Password: 29692206

CARD DESCRIPTION

An amphibious creature with two whip-like tails.

TWIN-HEADED FIRE DRAGON



CARD SPECS

Type: Pyro
Attribute: Fire
Level: 6
ATK: 2,200
DEF: 1,700
Password: 78984772

CARD DESCRIPTION

Two dragons fused as one from the effects of the Big Bang.

TWIN-HEADED THUNDER DRAGON



CARD SPECS

Type: Thunder/Fusion
Attribute: Light
Level: 7
ATK: 2,800
DEF: 2,100
Password: 54752875

CARD DESCRIPTION

Thunder Dragon + Thunder Dragon



TWO-HEADED KING REX

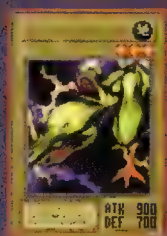


CARD SPECS

Type: Dinosaur
Attribute: Earth
Level: 4
ATK: 1,600
DEF: 1,200
Password: 94119974

CARD DESCRIPTION A powerful monster whose two heads attack as one.

TWO-MOUTH DARKRULER

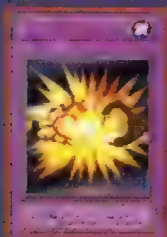


CARD SPECS

Type: Dinosaur
Attribute: Earth
Level: 3
ATK: 900
DEF: 700
Password: 57305373

CARD DESCRIPTION A dinosaur with two deadly jaws, it stores electricity in its horn and releases high voltage bolts from the mouth on its back.

TWO-PRONGED ATTACK

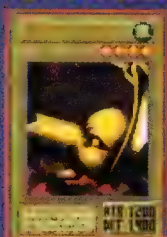


CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 83887306

CARD DESCRIPTION Select and destroy 2 of your monsters and 2 of your opponent's monsters.

TYHONE



CARD SPECS

Type: Winged Beast
Attribute: Wind
Level: 4
ATK: 1,200
DEF: 1,400
Password: 72842870

CARD DESCRIPTION Capable of firing cannonballs from its mouth for long-range attacks, this creature is particularly effective in mountain battles.

TYHONE #2

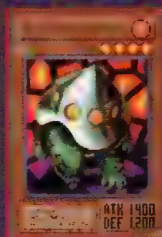


CARD SPECS

Type: Dragon
Attribute: Fire
Level: 6
ATK: 1,700
DEF: 1,900
Password: 56789759

CARD DESCRIPTION A crimson dragon that spits fireballs to create a blazing sea of fire.

UFO TURTLE



CARD SPECS

Type: Machine/Effect
Level: 4
Attribute: Fire
ATK: 1,400
DEF: 1,200
Password: 60806437

CARD DESCRIPTION When this card is sent to the Graveyard as a result of battle, you may select 1 FIRE monster with an ATK of 1500 or less from your Deck and Special Summon it to the Field (no Tribute is required for monsters of Level 5 or more). The Deck is then shuffled.

ULTIMATE OFFERING



CARD SPECS

Type: Trap/Continuous
Attribute: —
Level: —
ATK: —
DEF: —
Password: 80604091

CARD DESCRIPTION At the cost of 500 Life Points per monster, a player is allowed an extra Normal Summon or Set.

Umi



CARD SPECS

Type: Magic/Field
Attribute: —
Level: —
ATK: —
DEF: —
Password: 22702055

CARD DESCRIPTION Increases the ATK and DEF of all Fish, Sea Serpent, Thunder, and Aqua-type monsters by 200 points. Also decreases the ATK and DEF of all Machine and Pyro-type monsters by 200 points.

UMIRUKA



CARD SPECS

Type: Magic/Field
Attribute: —
Level: —
ATK: —
DEF: —
Password: 82999629

CARD DESCRIPTION Increases the ATK of all WATER monsters by 500 points and decreases their DEF by 400 points.

UNKNOWN WARRIOR OF FIEND



CARD SPECS

Type: Warrior
Attribute: Dark
Level: 3
ATK: 1,000
DEF: 500
Password: 97360116

CARD DESCRIPTION The speed of this warrior creates an intense vacuum that can slice through a monster's hide.

UPSTART GOBLIN



CARD SPECS

Type: Magic

Attribute: —

Level: —

ATK: —

DEF: —

Password: 70368879

CARD DESCRIPTION Draw 1 card from your Deck. Your opponent gains 1000 Life Points.

URABY



CARD SPECS

Type: Dinosaur

Attribute: Earth

Level: 4

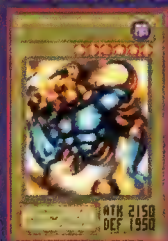
ATK: 1,500

DEF: 800

Password: 01784619

CARD DESCRIPTION Fast on its feet, this dinosaur rips enemies to shreds with its sharp claws.

USHI ONI



CARD SPECS

Type: Fiend

Attribute: Dark

Level: 6

ATK: 2,150

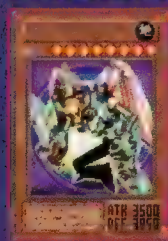
DEF: 1,950

Password: 48649353

CARD DESCRIPTION

A bull fiend restored by the dark arts, this monster appears out of a jar.

VALKYRION THE MAGNA WARRIOR



CARD SPECS

Type: Rock/Effect

Attribute: Earth

Level: 8

ATK: 3,500

DEF: 3,850

Password: 75347539

CARD DESCRIPTION You may Special Summon this card by offering Alpha The Magnet

Warrior, Beta The Magnet Warrior, and Gamma The Magnet Warrior from your hand or the Field as a Tribute. If Alpha The Magnet Warrior, Beta The Magnet Warrior, and Gamma The Magnet Warrior are in the Graveyard, you can offer this card as a Tribute to Special Summon these 3 cards to the Field.

VERMILION SPARROW



CARD SPECS

Type: Pyro/Fusion

Attribute: Fire

Level: 5

ATK: 1,900

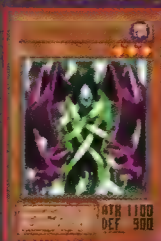
DEF: 1,500

Password: 35752363

CARD DESCRIPTION

Rhaimundos of the Red Sword + Fireyarou

VERSAGO THE DESTROYER



CARD SPECS

Type: Fiend/Effect

Attribute: Dark

Level: 3

ATK: 1,100

DEF: 900

Password: 50259460

CARD DESCRIPTION You can substitute this card for any 1 Fusion-Material

Monster. You cannot substitute for any other Fusion-Material Monsters in the current Fusion.

VILE GERMS



CARD SPECS

Type: Magic/Equip

Attribute: —

Level: —

ATK: —

DEF: —

Password: 39774685

CARD DESCRIPTION A Plant-type monster equipped with this card increases its ATK

and DEF by 300 points.

VIOLENT RAIN



CARD SPECS

Type: Aqua

Attribute: Water

Level: 4

ATK: 1,550

DEF: 800

Password: 94042337

CARD DESCRIPTION This monster can call up sudden torrents of battering rain.

VIOLET CRYSTAL



CARD SPECS

Type: Magic/Equip

Attribute: —

Level: —

ATK: —

DEF: —

Password: 15052462

CARD DESCRIPTION A Zombie-type monster equipped with this card increases its ATK

and DEF by 300 points.

VISHWAR RANDI



CARD SPECS

Type: Warrior

Attribute: Dark

Level: 3

ATK: 900

DEF: 700

Password: 78556320

CARD DESCRIPTION

This lady warrior with unquenchable bloodlust serves the forces of darkness.



VORSE RAIDER



CARD SPECS

Type: Beast-Warrior
Attribute: Dark
Level: 4
ATK: 1,900
DEF: 1,200
Password: 14398066

CARD DESCRIPTION

The axe in the hand of this evil animal has tasted the blood of many monsters.

WABOKU

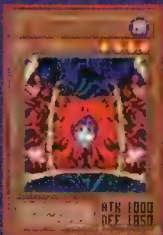


CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 12607053

CARD DESCRIPTION Any damage inflicted by an opponent's monster is decreased to 0 during the turn this card is activated.

WALL OF ILLUSION



CARD SPECS

Type: Fiend/Effect
Attribute: Dark
Level: 4
ATK: 1,000
DEF: 1,850
Password: 13945283

CARD DESCRIPTION The monster attacking this creature is returned to its owner's hand. Any damage resulting from the attack is calculated normally.

WARRIOR ELIMINATION



CARD SPECS

Type: Magic
Attribute: —
Level: —
ATK: —
DEF: —
Password: 90873992

CARD DESCRIPTION Destroys all Warrior-type monsters on the Field.

WARRIOR OF TRADITION



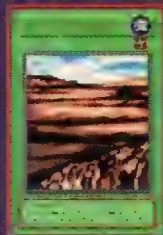
CARD SPECS

Type: Warrior/Fusion
Attribute: Earth
Level: 6
ATK: 1,900
DEF: 1,700
Password: 56413937

CARD DESCRIPTION

Sonic Maid + Beautiful Headhuntsress

WASTELAND



CARD SPECS

Type: Magic/Field
Attribute: —
Level: —
ATK: —
DEF: —
Password: 23424603

CARD DESCRIPTION Increases the ATK and DEF of all Dinosaur, Zombie, and Rock-type monsters by 200 points.

WATER ELEMENT



CARD SPECS

Type: Aqua
Attribute: Water
Level: 3
ATK: 900
DEF: 700
Password: 03732747

CARD DESCRIPTION A spirit that dwells in water, this creature generates a mist to cloud the vision of foes.

WATER GIRL



CARD SPECS

Type: Aqua
Attribute: Water
Level: 4
ATK: 1,250
DEF: 1,000
Password: 55014050

CARD DESCRIPTION A lovely lady who can launch water projectiles that turn into lethal ice spikes before they reach an opponent.

WATER MAGICIAN

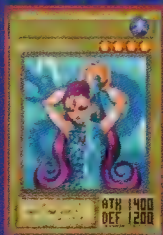


CARD SPECS

Type: Aqua
Attribute: Water
Level: 4
ATK: 1,400
DEF: 1,000
Password: 93343894

CARD DESCRIPTION This monster swamps an opponent with an almost endless supply of water.

WATER OMOTICS



CARD SPECS

Type: Aqua
Attribute: Water
Level: 4
ATK: 1,400
DEF: 1,200
Password: 02483611

CARD DESCRIPTION Transforms the water overflowing from her jar into attacking dragons.

WATERDRAGON FAIRY



CARD SPECS

Type: Aqua
Attribute: Water
Level: 3
ATK: 1,100
DEF: 700
Password: 66836598

CARD DESCRIPTION

A water fairy that is said to be able to summon a giant sea serpent.

WEATHER CONTROL



CARD SPECS

Type: Fairy
Attribute: Light
Level: 2
ATK: 600
DEF: 400
Password: 37243151

CARD DESCRIPTION This creature controls weather and is often the cause of

mountain storms.

WEATHER REPORT



CARD SPECS

Type: Aqua/Effect
Attribute: Water
Level: 4
ATK: 950
DEF: 1,500
Password: 72053645

CARD DESCRIPTION FLIP: Destroys all opponent's face-up "Swords of Revealing Light" on the Field. If "Swords of Revealing Light" is destroyed, you can perform your Battle Phase twice this turn (or your next turn, if activated during opponent's turn).

WHIPTAIL CROW



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,650
DEF: 1,600
Password: 91996584

CARD DESCRIPTION Attacks from the skies with a whip-like tail.

WHITE HOLE



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 43487744

CARD DESCRIPTION

Your monsters are not destroyed when your opponent plays "Dark Hole."

WHITE MAGICAL HAT



CARD SPECS

Type: Spellcaster/Effect
Attribute: Light
Level: 3
ATK: 1,000
DEF: 700
Password: 15150365

CARD DESCRIPTION

When this card inflicts damage to your opponent's Life Points, 1 card must be discarded randomly from your opponent's hand to the Graveyard.

WICKED MIRROR



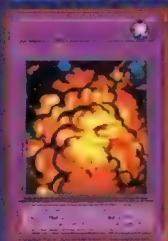
CARD SPECS

Type: Fiend
Attribute: Dark
Level: 2
ATK: 700
DEF: 600
Password: 15150371

CARD DESCRIPTION

A wicked mirror that hypnotizes enemies, diverting attacks from their intended targets.

WIDESPREAD RUIN



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 77754944

CARD DESCRIPTION

When your opponent attacks with a monster, destroy his/her Attack Position monster with the highest ATK.

WINDSTORM OF ETAPUA



CARD SPECS

Type: Trap
Attribute: —
ATK: —
Level: —
DEF: —
Password: 59744639

CARD DESCRIPTION

Shift the position of all your opponent's face-up Monster Cards on the Field to the opposite position (Defense Position to Attack Position or vice versa).

WING EGG ELF



CARD SPECS

Type: Fairy
Attribute: Light
Level: 3
ATK: 500
DEF: 1,300
Password: 98582704

CARD DESCRIPTION

This fairy in an eggshell uses massive wings to blow back almost any projectile attack.



WINGED CLEAVER



CARD SPECS

Type: Insect
Attribute: Earth
Level: 2
ATK: 700
DEF: 700
Password: 39175982

CARD DESCRIPTION Few can withstand the scythe-like arms of this dangerous creature.

WINGED DRAGON, GUARDIAN OF THE FORTRESS #1



CARD SPECS

Type: Dragon
Attribute: Wind
Level: 4
ATK: 1,400
DEF: 1,200
Password: 87796900

CARD DESCRIPTION A dragon commonly found guarding mountain fortresses. Its signature attack is a sweeping dive from out of the blue.

WINGS OF WICKED FLAME

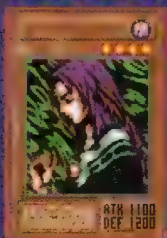


CARD SPECS

Type: Pyro
Attribute: Fire
Level: 2
ATK: 700
DEF: 600
Password: 92944626

CARD DESCRIPTION Crimson wings of fire make this a very lethal creature.

WITCH OF THE BLACK FOREST



CARD SPECS

Type: Spellcaster/Effect
Attribute: Dark
Level: 4
ATK: 1,100
DEF: 1,200
Password: 78010363

CARD DESCRIPTION When this card is sent from the Field to the Graveyard, you can move 1 monster with a DEF of 1500 or less from your Deck to your hand. Your Deck is then shuffled.

WITCH'S APPRENTICE



CARD SPECS

Type: Spellcaster/Effect
Attribute: Dark
Level: 2
ATK: 550
DEF: 500
Password: 80741828

CARD DESCRIPTION As long as this card remains face-up on the Field, increase the ATK of all DARK monsters by 500 points and decrease the ATK of all LIGHT monsters by 400 points.

WITTY PHANTOM



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 4
ATK: 1,400
DEF: 1,300
Password: 36304921

CARD DESCRIPTION

Dressed in a night-black tuxedo, this creature presides over death.

WODAN THE RESIDENT OF THE FOREST



CARD SPECS

Type: Warrior/Effect
Attribute: Earth
Level: 3
ATK: 900
DEF: 1,200
Password: 42883273

CARD DESCRIPTION

Increase this card's ATK by 100 points for every Plant-type monster that is face-up on the Field.

WOOD REMAINS



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 3
ATK: 1,000
DEF: 900
Password: 17733394

CARD DESCRIPTION

A living corpse of wood reanimated by the powers of darkness.

WORLD SUPPRESSION



CARD SPECS

Type: Trap
Attribute: —
Level: —
ATK: —
DEF: —
Password: 12253117

CARD DESCRIPTION

You can activate this card when a Field Magic Card is played to deactivate the Field Magic Card for the current turn.

WOW WARRIOR



CARD SPECS

Type: Fish
Attribute: Water
Level: 4
ATK: 1,250
DEF: 900
Password: 69750536

CARD DESCRIPTION

A fish with arms, legs, and some very sharp teeth.

WRETCHED GHOST OF THE ATTIC



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 2
ATK: 550
DEF: 400
Password: 17238333

CARD DESCRIPTION A harmless monster found in just about any attic.

YADO KARU



CARD SPECS

Type: Aqua/Effect
Attribute: Water
Level: 4
ATK: 900
DEF: 1,700
Password: 29380133

CARD DESCRIPTION When this card's position is changed from Attack to Defense, you can place any number of cards from your hand at the bottom of your Deck in any order you desire.

YAIBA ROBO



CARD SPECS

Type: Machine
Attribute: Dark
Level: 4
ATK: 1,000
DEF: 1,300
Password: 10315429

CARD DESCRIPTION A cubical machine equipped with cutting blades for shredding an opponent to mincemeat.

YAMATANO DRAGON SCROLL



CARD SPECS

Type: Dragon
Attribute: Wind
Level: 2
ATK: 900
DEF: 300
Password: 76704943

CARD DESCRIPTION A dragon conjured from the very scroll in which it was depicted.

YAMI



CARD SPECS

Type: Magic/Field
Attribute: —
Level: —
ATK: —
DEF: —
Password: 59197169

CARD DESCRIPTION Increases the ATK and DEF of all Fiend and Spellcaster-type monsters by 200 points. Also decreases the ATK and DEF of all Fairy-type monsters by 200 points.

YARANZO



CARD SPECS

Type: Zombie
Attribute: Dark
Level: 4
ATK: 1,300
DEF: 1,500
Password: 71280811

CARD DESCRIPTION

A treasure box containing a monster that attacks any unwary bandit.

ZANKI

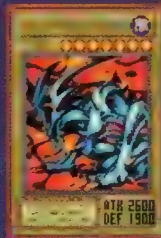


CARD SPECS

Type: Warrior
Attribute: Earth
Level: 5
ATK: 1,500
DEF: 1,700
Password: 30090452

CARD DESCRIPTION His swiftly drawn blade delivers quick and fatal damage.

ZOA



CARD SPECS

Type: Fiend
Attribute: Dark
Level: 7
ATK: 2,600
DEF: 1,900
Password: 24311372

CARD DESCRIPTION A monster whose full potential can be achieved when outfitted with Metalmorph.

ZOMBIE WARRIOR



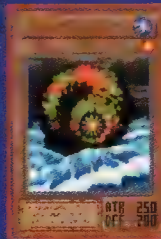
CARD SPECS

Type: Zombie/Fusion
Attribute: Dark
Level: 3
ATK: 1,200
DEF: 900
Password: 31339260

CARD DESCRIPTION

Skull Servant + Battle Warrior

ZONE EATER



CARD SPECS

Type: Aqua/Effect
Attribute: Water
Level: 1
ATK: 250
DEF: 200
Password: 86100785

CARD DESCRIPTION

A monster attacked by this card will be destroyed at the End Phase 5 turns later.



FUSION

Fusion allows a duelist to summon a new monster by using two or more of his Monster Cards and one "Polymerization" Magic Card. When two cards are fused together, the two original cards are lost and a new—and typically more powerful—card replaces them.

Use this procedure to successfully fuse two cards:

- The two monsters used for the Fusion must be on the Field or in the duelist's hand.
- The Polymerization Magic Card must be played in the Magic and Trap Card zone on the Field.
- The Fusion Monster Card that results from the Fusion is played from the Fusion Deck to the Monster Card zone.
- The two monsters used for the Fusion and the Polymerization Cards are sent to the player's Graveyard.

Not all cards may be fused together. In fact, there are more combinations that don't work than there are combinations that do.

Early on, when your Deck cards are low, you won't be able to use a lot of powerful creatures in your Deck. Fusions allow you to overcome this handicap by creating more powerful monsters in the heat of battle. Knowing what fusions exist in your Deck can mean the difference between victory and defeat.

TIP Fusions can create some very high-level creatures. If you create a card with a level of 5 or higher, you won't have to pay the Tribute to bring the card into play.

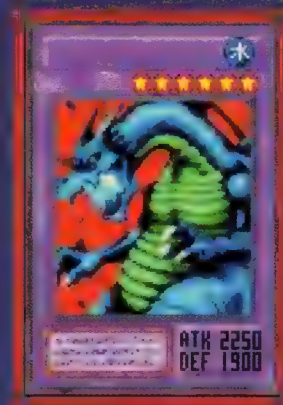
The following section offers some examples of possible Fusions. You can either use these within your own game or just use them as a guide to some logical Fusions. There are many, many more Fusions that you can discover for yourself.

AMPHIBIOUS BUGROTH



Ground Attacker Bugroth +
Guardian of the Sea

AQUA DRAGON



Fairy Dragon +
Amazon of the Seas +
Zone Eater

BAROX



Frenzied Panda + Ryu-Kishin

BICKURIBOX



Crass Clown + Dream Clown

CRIMSON SUNBIRD



Faith Bird + Skull Red Bird

BRACCHIO-RAIDUS



Two-Headed King Rex +
Crawling Dragon #2

DARKFIRE DRAGON



Firegrass + Petit Dragon

CHARUBIN THE FIRE KNIGHT



Monster Egg + Hinotama Soul

EMPRESS JUDGE



Queen's Double + Hibikime



FLAME SWORDSMAN



Flame Manipulator + Masaki
the Legendary Swordsman

GILTIA THE D. KNIGHT



Guardian of the Labyrinth +
Protector of the Throne

GAIA THE DRAGON CHAMPION



Gaia the Fierce Knight +
Curse of Dragon

GREAT MAMMOTH OF GOLDFINE



The Snake Hair +
Dragon Zombie

KAISER DRAGON



Winged Dragon, Guardian of
the Fortress #1 + Fairy Dragon

LABYRINTH TANK



Giga-tech Wolf +
Cannon Soldier

ROSE SPECTRE OF DUNN



Feral Imp + Snakeyashi

METAL DRAGON



Steel Ogre Grotto #1 +
Lesser Dragon

TWIN-HEADED THUNDER DRAGON



Thunder Dragon +
Thunder Dragon

PUNISHED EAGLE



Blue-Winged Crown +
Niwatori

ZOMBIE WARRIOR



Skull Servant + Battle Warrior

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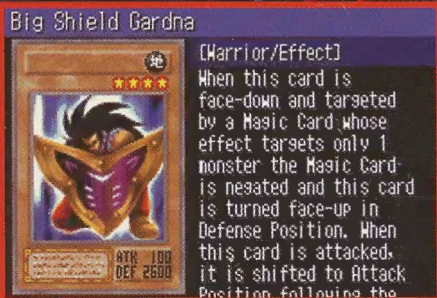
DETAILED DESCRIPTIONS
AND STRATEGIES
FOR EACH DUELIST

TIPS FOR CREATING
THE PERFECT DECK

COVERS BASIC DUELING
FOR BEGINNERS

CATALOG OF ALL CARDS
FOUND IN *YU-GI-OH!*
THE ETERNAL DUELIST

LISTS ALL CARD STATS,
INCLUDING ATTACK
POWER, DEFENSIVE
POWER, AND ATTRIBUTES



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